

Strisha Dascowe

Character Name

6th Level Rouge, 2nd Level Warlock

Level and Class
 Human Race CN Alignment

Criminal Background

34,000 Experience

Racial Traits

SpellCasting			
Warlock	Cha	13	+5
Spellcasting Class	Ability	Save DC	Atk Bonus
Spells Known			

11 **Str**
0

Saving Throws	
+0	Strength
+6	Dexterity
+2	Constitution
+2	Intelligence
+1	Wisdom
+2	Charisma

Skills	
+6	Acrobatics (Dex)
	Animal Handling (Wis)
	Arcana (Int)
	Athletics (Str)
+5	Deception (Cha)
	History (Int)
+4	Insight (Wis)
	Intimidation (Cha)
	Investigation (Int)
	Medicine (Wis)
	Nature (Wis)
+7	Perception (Wis)
	Performance (Cha)
	Persuasion (Cha)
	Religion (Int)
+9	Sleight of Hand (Dex)
+9	Stealth (Dex)
	Survival (Wis)
17	Passive Wisdom (Perception)

14
Armor Class

+3
Initiative

30ft
Speed

59
Max hp

59
Current Hit Points

Hit Die	Total	Used
d8	8	

Class Features

Criminal Contact
 Expertise: Thieves' tools, Sleight of Hand, Stealth, Perception
 Sneak Attack (3d6)
 Thieves' Cant
 Cunning Action
 Roguish Archetype: Thief
 Uncanny Dodge
 Fast Hands
 Second-Story Work
 Otherworldly Patron: Fiend
 Dark One's Blessing
 Pact Magic
 Eldritch Invocations:
 Devil's Sight
 Agonizing Blast

Cantrips
 Mage hand
 Eldritch Blast (2 beams, adds cha bonus to dmg)

1st Level Slots: 2
 Burning Hands (Pact spell)
 Command (Pact spell)
 Expeditious Retreat

2nd Level Slots:

3rd Level Slots:

4th Level Slots:

5th Level Slots:

6th Level Slots:

17 **Dex**
+3

15 **Con**
+2

9 **Int**
-1

13 **Wis**
+1

15 **Cha**
+2

Attacks				
Weapon	Bonus	Damage	Range	Type
Shortsword (2)	+6	1d6+3	5ft	p
Dagger (2)	+6	1d4+3	20/60 ft	p

Combat Notes
 Shortsword is finesse weapon
 Dagger is finesse weapon
 Sneak attack (3d6)

Equipment

2 Crowbars
 Common clothing w hood
 15gp
 2 shortswords
 2 daggers
 Leather armor
 Thieves Tools
 50ft rope
 bag of 1000 ball bearings
 10ft string
 1 bell
 5 candles
 hammer and 10 pitons
 Hooded lantern
 2 flasks of oil
 5 days ration
 1 tinderbox
 1 waterskin
 Wand of magic missiles
 Potion of Healing
 Potion of Frost Giant Strength
 Scroll of Witch Bolt

Proficiencies

Proficiency Bonus +3
 Thieves tools (with expertise)
 Playing cards
 Light Armor
 Simple weapons, hand crossbows, Rapiers, shortswords

Feats/Notes

Can see normally in darkness, both magical and nonmagical. 120ft view range. (Devil's Sight)
 Eldritch blast adds Cha bonus to damage (Agonizing Blast)

Personality/Ideals/Bonds/Flaws

Inspiration:

Personality: Selfish, snarky, greedy
 Ideals: Wealth and power are all that matter
 Bonds: Wishes to be the most powerful /wealthy thief
 Flaws: Overly greedy, hoarder

Languages

Common
 Infernal
 Thieves' Cant