

Strisha Dascowe

Character Name

11

0

Str

17

+3

Dex

15

+2

Con

9

-1

Int

13

+1

Wis

15

+2

Cha

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

6th Level Rouge, 2nd Level Warlock

Human

CN

Race

Alignment

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)

Criminal

Background

34,000

Experience

14

Armor Class

30ft

Speed

+3

Initiative

59

Max hp

59

Current Hit Points

Hit Die	Total	Used
d8	8	

Equipment

2 Crowbars

Common clothing w hood

15gp

2 shortwords

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

Racial Traits

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

Proficiencies

Proficiency Bonus +3

Thieves tools (with expertise)

Playing cards

Light Armor

Simple weapons, hand crossbows,

Rapiers, shortwords

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)

SpellCasting

Warlock

Cha

13

+5

Spellcasting Class

Ability

Save DC

Atk Bonus

Spells Known

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:

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