

Helephyra

CHARACTER NAME

4 Thief 3, Ranger 1

LEVEL & CLASS

Criminal
BACKGROUND

Burstar

Elf, Wood
RACE

SAW

PLAYER NAME

5,700

EXPERIENCE

6,500

Next Level

STRENGTH

0

11

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+2

14

WISDOM

+2

14

CHARISMA

0

10

RESISTANCES

0 STR +4 INT
+4 DEX +2 WIS
+2 CON 0 CHA

RESISTANCES

Adv. vs. being charmed; Magic
can't put me to sleep

SAVING THROWS

SKILLS

+4 Acrobatics (Dex)
+2 Animal Handling (Wis)
+2 Arcana (Int)
0 Athletics (Str)
+2 Deception (Cha)
+2 History (Int)
+2 Insight (Wis)
0 Intimidation (Cha)
+2 Investigation (Int)
+2 Medicine (Wis)
+4 Nature (Int)
+6 Perception (Wis)
0 Performance (Cha)
0 Persuasion (Cha)
+2 Religion (Int)
+4 Sleight of Hand (Dex)
+6 Stealth (Dex)
+4 Survival (Wis)
+4 Thieves' Tools (Dex)

SKILLS

32

MAXIMUM
HIT POINTS

+2

PROFICIENCY
BONUS

14

ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+2

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVED

LEVEL DIE USED

1 d10+2

3 d8+2

HIT DICE

ENCUMBERED

25 ft

35 ft

SPEED

FEATURE

MAX

RECOVER USED

LIMITED FEATURES

ACTIONS

BONUS ACTIONS

REACTIONS

Cunning Action

Fast Hands

ACTIONS

ATTACK NAME

Shortbow

PROF ABILITY

✓ De

RANGE

80/320 ft

TO HIT

+4

DAMAGE

1d6+2

DAMAGE TYPE

Piercing

Ammunition, two-handed; Sneak attack 2d6

Scimitar

✓ De

Melee

+4

1d6+2

Slashing

Finesse, light; Sneak attack 2d6

Dagger

✓ De

Melee, 20/60 ft

+4

1d4+2

Piercing

Finesse, light, thrown; Sneak attack 2d6

Longsword +1

✓ Str

Melee

+3

1d8+1

Slashing

Versatile (1d10)

ATTACKS: WEAPONS & CANTRIPS

- Expertise (Rogue 1, PHB 96) [with two skills]
I gain expertise with two skills/thieves' tools I am proficient with; two more at 6th level
- Sneak Attack (Rogue 1, PHB 96) [2d6]
Once per turn, I can add damage to finesse/ranged attack if I have adv.
I don't need adv. if a conscious ally is within 5 ft of the target and I don't have disadv.
- Thieves' Cant (Rogue 1, PHB 96)
I know the secret rogue language that I can use to convey messages inconspicuously
- Cunning Action (Rogue 2, PHB 96)
I can use a bonus action to take the Dash, Disengage, or Hide action
- Fast Hands (Thief 3, PHB 97)
As a bonus action, I can do one of the following:
 - Make a Dexterity (Sleight of Hand) check
 - Use my thieves' tools to disarm a trap or open a lock
 - Take the Use an Object action
- Second-Story Work (Thief 3, PHB 97)
I climb at my normal speed; I add my Dex modifier to the distance of a running jump

- **Favored Enemy (Ranger 1, UA:RR 2) [+2 weapon attack damage]**
Use the "Choose Features" button above to select a favored enemy
Choose from beasts, fey, humanoids, monstrosities, or undead
I get a bonus to damage rolls with weapon attacks against the chosen favored enemy
I have adv. on Wis (Survival) to track and Int checks to recall info about them
I also learn one language of my choice, typically one associated with the favored enemy
- **Natural Explorer (Ranger 1, UA:RR 3)**
On my first turn in combat, I have adv. on attacks against those that did not yet act
I ignore difficult terrain; I have adv. on Initiative; I have benefits in travel, see page 3

The first thing I do in a new place is note the locations of everything valuable — or where such things could be hidden.

Freedom: Chains are meant to be broken, as are those who would forge them. (Chaotic)

Something important was taken from me, and I aim to steal it back.

If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.

Feature Name: **Criminal Contact**

I have a reliable and trustworthy contact who acts as my liaison to a network of other criminals. I know how to get messages to and from my contact, even over great distances; specifically, I know the local messengers, corrupt caravan masters, and seedy sailors who can deliver my messages.

Wood Elf (+2 Dexterity, +1 Wisdom)

Trance: Eyes don't need to sleep, but meditate semiconsciously, for 4 hours a day. While meditating, I can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, I gain the same benefit that a human does from 8 hours of sleep, but I still need 8 hours for a long rest.

Mask of the Wild: I can attempt to hide even when I am only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

| ADVENTURING GEAR | # | LB |
|-----------------------------|----------|------|
| Backpack, with: | 1 | 5 |
| - Bedroll | | 7 |
| - Mess kit | | 1 |
| - Tinderbox | 1 | 1 |
| - Torches | 5 | 1 |
| - Rations, days of | 10 | 2 |
| - Waterskin | 1 | 5 |
| - Hempen rope, feet of | 50 | 0.2 |
| - Bag of 1000 ball bearings | 1 | 2 |
| - String, feet of | 10 | |
| - Bell | | |
| - Candles | 5 | |
| - Crowbar | | 5 |
| - Hammer | | 3 |
| - Pitons | 10 | 0.25 |
| - Hooded lantern | | 2 |
| - Oil, flasks of | 1 | 1 |
| | | |
| | SUBTOTAL | 69.5 |


| | |
|----------|------|
| SUBTOTAL | 69.5 |
|----------|------|

[illegible]

EQUIPMENT

[illegible]

SUBTOTAL



CP

SP

EP

GP

PP

WEIGHT CARRIED
69.5 lb

ENCUMBERED
56 - 110 lb

HEAVILY ENCUMBERED
111 - 165 lb

PUSH/DRAW/LIFT
166 - 330 lb

After one hour of traveling in the wilderness I gain the following benefits:

- My allies and I are not slowed by difficult terrain and can't get lost except by magic
- I am alert to danger even when doing something else; I forage twice as much food
- If alone (or alone with animal companion), I can move stealthily at my normal pace
- When tracking others, I also learn their exact number, size, and time since passing

| <u>ADVENTURING GEAR</u> | # | LB | <u>ADVENTURING GEAR</u> | # | LB |
|-------------------------|---|----|-------------------------|---|----|
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| SUBTOTAL | | | SUBTOTAL | | |

OTHER HOLDINGS

Helephyra

CHARACTER NAME

| | | | | |
|------------|-------|--------|--------|--------|
| Female | 23 | Medium | 5'6" | 115 |
| GENDER | AGE | SIZE | HEIGHT | WEIGHT |
| Chaotic Ne | | | | |
| ALIGNMENT | FAITH | HAIR | EYES | SKIN |

CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

Poor

LIFESTYLE

DAILY PRICE

2 sp

ENEMIES

CHARACTER HISTORY

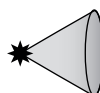
PLAYER REFERENCE



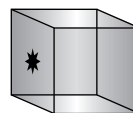
LINE



Point of Origin



CONE



CUBE



SPHERE



CYLINDER

AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Ready a spell requires concentration.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

| | |
|------|-----------------------------|
| HALF | +2 AC and Dex saving throws |
| 3/4 | +5 AC and Dex saving throws |

TOTAL Can't be targeted directly by attack or spell

COVER

(PHB 196)

RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on the attack if the target is up to long range away (second number) or if a hostile is within 5 ft that is not incapacitated and can see you.

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK)

(DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK)

(DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

BLINDED

Fail checks involving sight.

Attacks have disadvantage.

Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer.

Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight.

Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks.

Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws.

Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws.

Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage.

Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws.

Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly.

Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings.

Drop everything. Fail Str and Dex saving throws.

Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED (dim light) Disadvantage on sight Perception checks

HEAVILY OBSCURED (darkness) Effectively blinded (see conditions)

BLINDSIGHT Out to range, perceive without sight.

DARKVISION Out to range, treat dim light as bright light. Can't see colors.

TRUESIGHT Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

LIGHT & VISION

(PHB 183)

| PACE | MINUTE | HOUR | DAY | EFFECT |
|--------|----------|---------|----------|-----------------------|
| Fast | 400 feet | 4 miles | 30 miles | -5 passive Perception |
| Normal | 300 feet | 3 miles | 24 miles | — |
| Slow | 200 feet | 2 miles | 18 miles | Able to use stealth |

TRAVEL PACE

(PHB 182)

ENVIRONMENT

(PHB 183)