



LITTLE ORPHAN AEHI

Rogue 2
CLASS & LEVEL
Human
RACE/ANCESTRY/HERITAGE

315
EXPERIENCE POINTS
Urchin
BACKGROUND

Matthew Stanton
PLAYER NAME
Eric Minton's Red Box Game
CAMPAIGN or PLAYER ID

STR
-2
7

+2 PROFICIENCY BONUS

ARMOR CLASS (AC) 12 INITIATIVE +1 SPEED 30 ft.

DEX
+1
12

SAVING THROWS
-2 Strength Saves
+3 Dexterity Saves *
-1 Constitution Saves
+1 Intelligence Saves *
+0 Wisdom Saves
+0 Charisma Saves
* Prof. bonus added

HIT POINTS 11 HIT DICE 2d8
DEATH SAVES: Success O O O Fail O O O

CON
-1
9

SKILLS
+1 Acrobatics (Dex)
+0 Animal Handling (Wis)
-1 Arcana (Int)
+0 Athletics (Str) *
+2 Deception (Cha) *
-1 History (Int)
+0 Insight (Wis)
+2 Intimidation (Cha) *
-1 Investigation (Int)
+0 Medicine (Wis)
-1 Nature (Int)
+2 Perception (Wis) *
+0 Performance (Cha)
+0 Persuasion (Cha)
-1 Religion (Int)
+5 Sleight of Hand (Dex) **
+5 Stealth (Dex) **
+0 Survival (Wis)
* Prof. bonus added

WEAPON & UNARMED ATTACKS
Basic Attack. One target per Attack action.

Rapier. Melee Weapon Attack: +3 to hit, reach 5 ft. Hit: 1d8+1 piercing damage.

INT
-1
9

Shortbow. Ranged Weapon Attack: +3 to hit. Hit: 1d6+1 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed.)

WIS
+0
10

Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

CHA
+0
11

12 PASSIVE WISDOM (PERCEPTION)

MAGIC, FEATS & SPECIAL ATTACKS
Sneak Attack: Once per turn, deal +1d6 extra damage to one creature hit if attack with advantage using finesse or ranged weapon. Don't need advantage if an enemy of the target is within 5 feet of it, enemy isn't incapacitated, and you don't have disadvantage on attack.

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Urchin Background [PHB p. 129]

- Feature: City Secrets.
- Traits: Totally blunt about the truth. Seeks to dominate similar rival.
- Ideal: Put friends before all else.
- Bond: Gives money to temples.
- Flaw: Gets into fights easily.

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 9 years old
- Medium Size (4' 3", 78 lbs.)

Rogue Class Features [PHB p. 94]

- Expertise (prof. noted with **)
- Sneak Attack (+1d6)
- Thieves' Cant (slang speak in code)
- Cunning Action (Dash, Disengage or Hide)

PROFICIENCIES & LANGUAGES

Armor: light armor
Weapons: simple weapons, hand crossbow, longsword, rapier, shortsword
Tools: disguise kit, thieves' tools
Saving Throws: Dexterity, Intelligence
Skills: Athletics, Deception, Intimidation, Perception, Sleight of Hand, Stealth
Languages: Common, Thieves' Cant, Goblin

ENCUMBRANCE

Lifting & Carrying: 105 lbs. max. carrying capacity; 210 lbs. pushing or dragging (speed -5 ft.); 210 lbs. max. lift.

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), rapier, two (2) daggers, shortbow and 20 arrows, thieves' tools (lockpicks, small file and pliers, tiny mirror), belt pouch, set of common clothes, a small knife, map of home city, pet mouse, token from parents. (This load is about 30 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 11 gold pieces (gp); 71 silver pieces (sp); 62 copper pieces (cp); 2 gems (worth 10 gp each)

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.