DUNGEONS & DRAGONS®

Zaharia Sumerki

CHARACTER NAME

Rogue 3	Scholar	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Yuan-ti	Neutral Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH 10 (0)

DEXTERITY 16 (3)

CONSTITUTION 10 (0)

INTELLIGENCE 14 (2)

WISDOM 14 (2)

CHARISMA 11 (0)

INSPIRATION

PROFICIENCY BONUS: 2

SAVING THROWS

- ○ +0 Strength
- ◉ +5 Dexterity
- ○ +0 Constitution
- ◉ +4 Intelligence
- ○ +2 Wisdom
- ○ +0 Charisma

SKILLS

- ○ +3 Acrobatics (Dex)
- ○ +2 Animal Handling (Wis)
- ○ +2 Arcana (Int)
- ○ +0 Athletics (Str)
- ○ +0 Deception (Cha)
- ◉ +6 History (Int)
- ◉ +4 Insight (Wis)
- ○ +0 Intimidation (Cha)
- ◉ +4 Investigation (Int)
- ○ +2 Medicine (Wis)
- ○ +2 Nature (Int)
- ○ +2 Perception (Wis)
- ◉ +2 Performance (Cha)
- ○ +0 Persuasion (Cha)
- ◉ +4 Religion (Int)
- ○ +3 Sleight of Hand (Dex)
- ◉ +7 Stealth (Dex)
- ○ +2 Survival (Wis)

14 ARMOR CLASS

3 INITIATIVE

30 SPEED

Hit Point Maximum 19

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 1d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
SS	+5	1d6+3
Shortbow	+5	1d6+3
Dagger	+5	1d4+3

Sneak Attack - 2d6

ATTACKS & SPELLCASTING

12 PASSIVE WISDOM (PERCEPTION)

Thieves' Tools
Common
Undercommon
Elvish
Draconic

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 36
PP

Borrowed choral
Writing Kit
Scholar's Robes
Pouch
Thieves' Tools
Ball Bearings
10 ft of String
Bell
5 Candles
Crowbar
Hammer
10 Pitons
2 Flasks of Oil
5 Days Rations
Tinderbox
Waterskin
50 ft Hempen Rope

EQUIPMENT

Venomous Spit: You can use your bonus action to spit a 5 by 20 ft. line of poison. When you use this action, each creature in the area of the exhalation must make a dex. saving throw. The DC for this saving throw equals 8 + your Dexterity modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your spit, you can't use it again until you complete a short or long rest.

Cunning Action: Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Fast Hands: You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work: you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

FEATURES & TRAITS

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