

## Human Rogue (Mulmaster Aristocrat) 1

**Strength** +0 (10)  
**Dexterity** +3 (16)  
**Constitution** +2 (14)  
**Intelligence** +1 (12)  
**Wisdom** +1 (12)  
**Charisma** +2 (15)

### Combat Statistics

**Initiative** +3  
**Passive Perception** 13  
**Speed** 30 ft.  
**Saving Throws:** Dexterity +5, Intelligence +3  
**Armour Class:** 14 (leather)  
**Hit Points:** 10                      **Hit Dice:** 1d8

### Attacks

Rapier: +5 to hit, 1d8+3 piercing damage  
Shortbow: +5 to hit, 1d6+3 piercing damage, range 80/320  
Dagger: +5 to hit, 1d4+3 piercing damage, range 20/60

### Abilities

**Sneak Attack:** When wielding a finesse or ranged weapon, you deal +1d6 additional damage the first time each turn you hit an opponent, if you have advantage or the target is adjacent to an ally.

### Skills

Deception +6, Perception +3, Performance +4, Sleight of Hand +5, Stealth +5

### Other Proficiencies & Languages

Thieves' Tools +7  
Speaks Common, Giant and Thieves' Cant.

### Equipment

Rapier	Backpack
Shortbow	Bedroll
20 arrows	Mess Kit
Leather armour	Tinderbox
2 daggers	10 torches
Thieves' Tools	10 days rations
Flute	Waterskin
Fine clothes	50 feet rope
10 gp	

### Alignment

Chaotic Good

### Faction: Lord's Alliance

The Lords' Alliance is a loose coalition of established political powers concerned with mutual security and prosperity. The organization is aggressive, militant, and political.

### Background

From your hilltop home, you have looked down (literally and perhaps figuratively) on the unwashed masses of Mulmaster for your entire life. Your fur-trimmed robes and training in the visual and performing arts mark you as wealthy and perhaps well-born; you are a member of the City of Danger's aristocracy. None of your immediate family members sits on the Council of Blades or is even a Zor or Zora...yet. Nevertheless, you are one of Mulmaster's elite, and whether you personally covet a higher standing or not, you are at home in the dance halls where the aristocracy gathers to plot, to scheme, to do business, to discuss the arts, and, above all, to see, and to be seen.

### Feature: Highborn

Mulmaster is run by and for its aristocracy. Every other class of citizen in the city defers to you, and even the priesthood, Soldiery, Hawks, and Cloaks treat you with deference. Other aristocrats and nobles accept you in their circles and likely know you or of you. Your connections can get you the ear of a Zor or Zora under the right circumstances.

### Personality Traits

I am extremely well educated, and frequently remind others of that fact. My life is full of dance, song, drink and love.

### Ideal

I have a responsibility to help and protect the less fortunate.

### Bond

Wealth and power are nothing. Fulfilment can only be found in artistic expression.

### Flaw

My family has lost everything. I must keep up appearances, lest we become a laughingstock.