

Human Rogue (Gate Urchin) 1

Abilities

Strength	+0 (10)	
Dexterity	+3 (16)	Acrobatics +5, Save +5, Sleight of Hand +5, Stealth +5
Constitution	+1 (12)	
Intelligence	+1 (13)	Investigation +3, Save +3
Wisdom	+2 (14)	Perception +6
Charisma	+2 (14)	Deception +4

Armour Class	Hit Points	Hit Dice
14	9	1d8
Initiative	Speed	P. Perception
+3	30 ft.	16

* You have AC 16 when using a shield

Attacks

Rapier: +5 to hit	1d8+3 piercing damage Melee: 5 ft.
Shortbow: +5 to hit	1d6+3 piercing damage Range: 80/320 ft.

Features

Sneak Attack: +1d6 damage when you strike with advantage or a foe engaged with your ally.

Expertise: Thieves' Tools, Perception

Tool Proficiencies & Languages

Thieves Tools (+6), Flute. Speaks Common and Halfling.

Equipment

Leather armour	Backpack
Rapier	Bedroll
Shortbow	Mess Kit
20 arrows	Tinderbox
2 daggers	10 torches
Alms box	10 days rations
Flute	Waterskin
Cap	50 feet rope
Common clothes	
10 gp	

Alignment – Chaotic Good

Faction – Harpers

The Harpers oppose the spread of tyranny. An organisation of spell-casters and spies, they work against those who would dominate Faerûn by force.

Background

You grew up within sight of the Hillsfar Gate, through which all trade into the city passes. It's the perfect place for the destitute to gather to panhandle, busk, gossip and pick pockets. The great steel edifice houses both Red Plumes and Guild Mages, and you still have friends among them.

Feature: Red Plume and Mage Guild Contacts

You made a number of friends among the Red Plumes and the Mage's Guild when you lived at the Hillsfar Gate. They remember you fondly and help you in little ways when they can. You can invoke their assistance in and around Hillsfar to obtain food, as well as simple equipment for temporary use. You can also invoke it to gain access to the low-security areas of their garrisons, halls, and encampments.

Personality Traits

I get along with everyone. I'm afraid I could wind up on the streets any day.

Ideal

Brains are better than brawn. I rely on my wits and respect those who do the same.

Bond

I know how hard life can be on the streets. I do everything I can for those who have less than me.

Flaw

Though I no longer live at the Gate, I am always concerned about where I will get my next meal.

Combat

On your turn in combat, you may move up to your speed, before and/or after you take one action.

You may also take one bonus action (if available).

Movement

You may move around the battlefield as you wish.

When you move away from an opponent, that opponent can attack you.

Likewise, when an opponent moves away from you, you can attack that opponent. You can only do this once per round as it uses your reaction. (You gain your reaction back when your next turn starts).

Typical Actions

Attack – make an attack with one weapon.

Dash – double your movement speed for this turn.

Disengage – your movement this turn doesn't provoke attacks from your opponents.

Dodge – attacks against you have disadvantage until the start of your next turn.

Help – you give an ally advantage on their next attack or ability check

Hide – you attempt to hide from your opponents by making a Dexterity (Stealth) check

Search – you look for something hidden on the battlefield

Use an Object – draw a sword or shield, pick something up, or open a door. However, your first object interaction each turn doesn't take an action and is free.

Attack Rolls

Roll 1d20 and add your attack bonus. If you roll equal or higher than the defender's **Armour Class**, you hit!

If you rolled a natural 20 on the die before modifications, you score a **Critical Hit** and roll twice the normal number of damage dice.

If you rolled a natural 1 on the die before modifications, you automatically miss.

You make attack rolls when you attack!

Saving Throws

Roll 1d20 and add your saving throw bonus. By default it is your ability modifier, but some abilities have better modifiers (look for Save +# on the ability line).

If you roll higher or equal to the **Difficulty Class** of the saving throw (the DM will tell you what it is), you succeed. If you roll lower, you fail.

You make saving throws to avoid things, typically certain spell effects.

Ability Checks

Roll 1d20 and add your ability modifier. Sometimes, you might add a skill bonus instead, depending on what you're doing (your DM will tell you).

If you roll higher or equal to the **Difficulty Class** of the saving throw (the DM will tell you what it is), you succeed. If you roll lower, you fail.

You make ability checks to see if you succeed when you attempt tasks that aren't attacking someone.

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Stuck for a character name?

Male: Adran, Aramil, Carric, Himo, Peren, Rolen, Varis. **Female:** Adrie, Bethryнна, Caelynn, Enna, Keyleth, Lia, Naivara
Surnames: Amakir, Amastacia, Glanodel, Liadon, Nailo, Siannodel