

DODGER

HUMAN ROGUE 2nd Level



15 STR	18 DEX	9 CON
+2	+4	-1
12 INT	10 WIS	15 CHA
+1	+0	+2
+2 Proficiency		30' Speed
+6 DEX saving throw		+3 INT saving throw

ABILITIES

Cunning Action

As a bonus action, Dodger can slip out of combat, dash or dodge (all attacks against Dodger are at disadvantage this round).

Natural climber

Dodger is an expert burglar who can climb walls at a 30' movement rate

SKILLS

Stealth +6
Persuasion +6
Investigation +3
Acrobatics +6
Sleight of hand +8
Performance +4

Master of skills

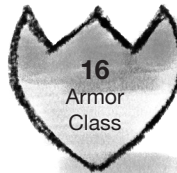
Dodger has gained additional skills and expertise in both Persuasion and Sleight of Hand (already added in to the bonuses above)

ROGUE SKILLS

Backstab

Any time Dodger attacks an enemy with advantage (when the enemy can't see him, thanks to Stealth) or is engaged with another attacker, Dodger gets to roll an additional 2d6 to his damage.

SCIMITAR	+6 to hit	1d8+4 to damage (+2d6 if backstab)
SHORT-BOW	+6 to hit	1d8+4 to damage (+2d6 if backstab)



EQUIPMENT

Scimitar, shortbow, quiver with 20 arrows, leather armor, sturdy boots, warm cloak, fine silk bedroll, firm pillow, eyemask, tinderbox, 3 flasks of oil, 10 torches, crowbar, lockpicks, spikes, 50' fine silk rope, 1 set thieves picks and tools

TREASURE

20 Gold

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Raised on the streets of Nebular, tough territory even for experienced adventurers, Dodger quickly learned how to survive using his quick wit, charming smile, and even quicker fingers. He also learned that there was a class of people who never went hungry, always had a warm bed to sleep in, and never wanted for anything. Dodger determined at a young age he was going to be one of those people.

Dodger's talent as a thief has gained the attention of the Clever Gentlemen, the powerful thieves guild from Nebular. Dodger has out-burgled them on more than a few capers, and the guild's attempts to recruit him have descended into open animosity.

After a brief entanglement with a wealthy widow, Dodger is out on the streets again, looking for his next source of wealth and comfort - especially the warm, cozy bed part. Dodger will go to great lengths to ensure that his sleeping arrangements are extra comfy.

Personality: "Hey wow! What's that over there?"

—Picks your pocket—

Ideal: "Fine silk sheets and a soft pillow. Nothing better."

Bond: "Sure, you can count on me - as long as the Gold keeps flowing our way."

Flaw: "I know the Imperial Suite costs 25 Gold a night, but it's sooooo worth it."

Quick note about the "Sleight of Hand" skill

Sleight of Hand is the skill characters in DnD use to pick someone's pocket, attempt some form of manual trickery, or conceal something handheld. At DnD Adventure Club, we also use sleight of hand for picking locks, checking for traps, tying someone up, or wriggling free of ropes or chains!

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STR	DEX	CON
INT	WIS	CHA
Proficiency	Speed	
Saving throw	Saving throw	

ABILITIES

SKILLS

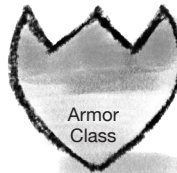
ROGUE SKILLS

to hit

to damage

to hit

to damage



EQUIPMENT

TREASURE

Print at 50%, then cut around the character and fold in the middle for a flat miniature character to use in your game!

