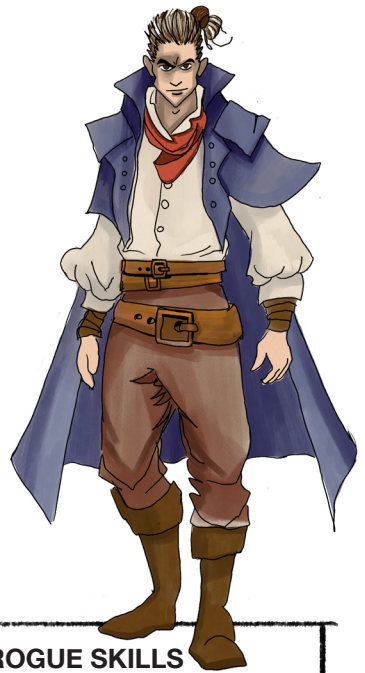


JACK FREESHADOW

HUMAN ROGUE 2nd Level



15 STR	18 DEX	14 CON
+2	+4	+2
12 INT	10 WIS	13 CHA
+1	+0	+1
+2 Proficiency		30' Speed
+6 DEX saving throw		+3 INT saving throw

ABILITIES

Cunning Action

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

Luck Once per day Jack can reroll any one Attack, Ability Check or Saving Throw. Jack must use the new roll.

SKILLS

Stealth +6
Persuasion +3
Investigation +3
Acrobatics +6

Blindfighting Jack wears a magical scarf, the Scarf of Midnight, that gives him Darkvision 60' even in magical Darkness.

ROGUE SKILLS

Backstab

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

RAPIER

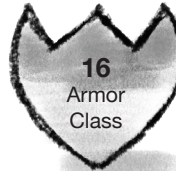
+6
to hit

1d8+4 to damage
(+2d6 if backstab)

CROSS
BOW

+6
to hit

1d8+4 to damage
(+2d6 if backstab)



16
Armor
Class



18
Hit
Points

EQUIPMENT

Shortsword, crossbow, 20 bolts, quiver, leather armor, sturdy boots, warm cloak, bedroll, tinderbox, 1 flask of oil, 10 torches, crowbar, lockpicks, spikes, 20' fine silk rope.

TREASURE

35 Gold
2 Gems

JACK FREESHADOW

HUMAN ROGUE 2nd Level

No one knows if Jack is his real name, least of all Jack himself. Raised by bandits in the hills outside the southern trade port of Pirate's Leap, he quickly learned that being helpful was his best strategy to avoid a night in the stockade. Thus the original "Jack-of-All-Trades" was born.

Eventually his honest temperament led him into conflict with the bandits. After one last heist, Jack's luck led him to a cargo ship headed far, far north and eventually to Tumbledowns. Despite what he assumes is a large bounty on his head, and an unhealthy relationship with gambling and taking risks, Jack can't help but find himself in the middle of any manner of new hustles and potential heists.

Personality Trait: "Are you looking to repair that armor? I just so happen to know a guy..."

Ideal: "The right attitude is enough to get you out of even the toughest spots."

Bond: "This might be a good thing for now, but don't count on me long-term. I work alone."

Flaw: "Let's leave this one up to Lady Luck. She never lets me down."

Scarf of Midnight During Jack's last night in Pirates Leap, he led a daring raid on the compound of Phineous Skulldoon, the notorious Pirate Lord. After breaking into his private chambers, stealing a handful of gems and the Scarf of Midnight, he was confronted by Phineous himself. The resulting swordfight ranks as one of the most legendary duels in the history of Otherworld. But Jack lost, barely escaping with his life and the magic scarf.

Jack has vowed to return to Pirates Leap one day and best Phineous Skulldoon once and for all.

JACK FREESHADOW

HUMAN ROGUE 2nd Level



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

ABILITIES

SKILLS

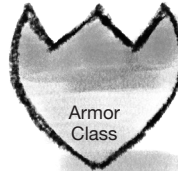
ROGUE SKILLS

to hit

to damage

to hit

to damage



Armor
Class



Hit
Points

EQUIPMENT

TREASURE

Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

