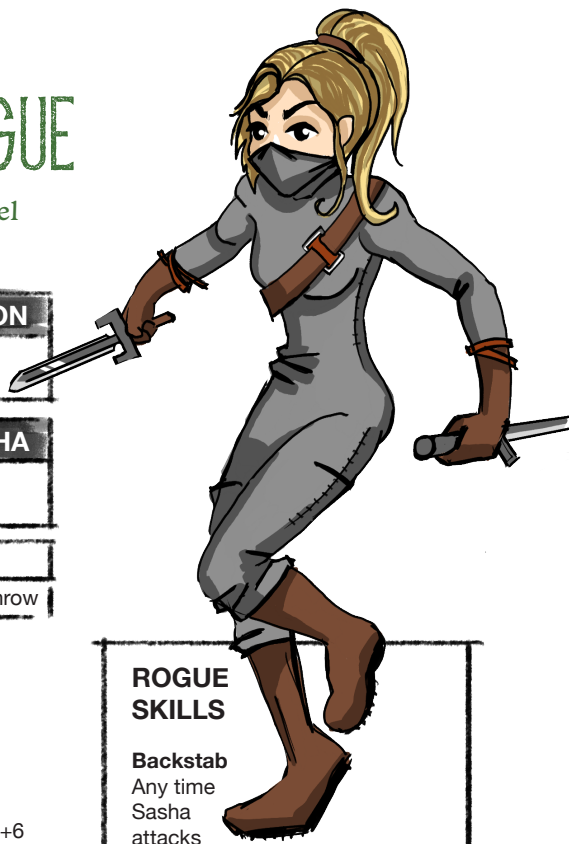


SASHA THE ROGUE

HUMAN ROGUE 2nd Level



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

ABILITIES

Cunning Action

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

SKILLS

Stealth +6
Persuasion +3
Athletics +4

Sleight of Hand +6
(picking locks and picking pockets)

ROGUE SKILLS

Backstab

Any time Sasha attacks an enemy that can't see her (due to her Stealth) or is engaged with another attacker, Sasha gets to roll an additional 2d6 to her damage.

SHORT-SWORD

+6
to hit

1d8+4
to damage

LONG-BOW

+6
to hit

1d8+4
to damage



EQUIPMENT

Shortsword, longbow, 20 arrows, 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
20 Silver

SASHA THE ROGUE

HUMAN ROGUE 2nd Level

Sasha the Rogue grew up an orphan on the streets of Nebular, never knowing her family name. An enterprising and defiant young waif, she was quickly spotted by a recruiter for the Guild of Clever Gentlemen, a nefarious gang of thieves and cutthroats. She trained well, becoming a burglar of some note, but her heart was never into thievery. She cared too much about the victims.

The night she turned 18, she left The Guild and slipped out of Nebular, hitching a ride with the first caravan headed north. She dreams of putting her skills to use for a good cause but keeps her eyes on the shadows. The Clever Gentlemen don't take kindly to deserters.

PERSONALITY TRAIT: *"I'd love to help, but we'll just have to do things my way."*

IDEAL: *"Sure I steal, but only from the bad guys."*

BOND: *"The streets are my home."*

FLAW: *"Sorry, I know you were saving that gold for a new suit of armor, but those orphans just needed it more."*

HOW TO PICK A POCKET

If Sasha tries to pick someone's pocket, it's a perfect opportunity for opposed ability checks.

First have Sasha roll her **SLEIGHT OF HAND** (which is +6). Give Sasha Advantage on the roll if she is being Stealthy or isn't seen by the victim. Have Sasha's victim roll a **WISDOM (Perception) check** and give them a +1 on their roll for good measure. If Sasha's roll is higher, she successfully picks her victim's pocket. If the roll is higher by a little, give Sasha a few Gold. If the roll is higher by a lot, she might even score some jewelry.

If Sasha's victim's roll is higher, Sasha has been discovered.

SASHA THE ROGUE

HUMAN ROGUE 2nd Level



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

ABILITIES

SKILLS

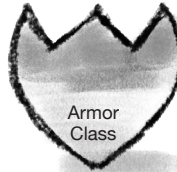
SPELLS

to hit

to damage

to hit

to damage



EQUIPMENT

TREASURE

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

