

Rowan Hashin, Rogue 5 (Assassin)

Medium humanoid (human), neutral

ARMOR CLASS 15 HIT POINTS 38 Remaining

STR	DEX	CON	INT	WIS	CHA		
12 +1	16 +3	10 +0	13 +1	14 +2	14 +2		
SAVING THROWS		+1	+6	+0	+4	+2	+2

SKILLS

● Acrobatics	+6	○ Insight	+2	○ Performance	+2
○ Animal Handling	+2	○ Intimidation	+2	● Persuasion	+5
○ Arcana	+1	● Investigation	+4	○ Religion	+1
○ Athletics	+1	○ Medicine	+2	○ Sleight of Hand	+3
○ Deception	+2	○ Nature	+1	● Stealth	+9
● History	+4	● Perception	+8	○ Survival	+2

Resistances					
Senses	passive Perception 18				
Languages	Common				
Carrying	32 lb	Max. Carry Weight	180 lb	Push, Drag, Lift ³	360 lb

ACTIONS Attacks 1 Initiative +3 Speed 30 ft

Sword of Wounding

Martial Melee: +7 to hit, range -. Hit: 1d6+4 piercing
Properties: proficient, finesse, light, underwater

Off-Hand Short Sword

Martial Melee: +6 to hit, range -. Hit: 1d6 piercing
Properties: proficient, finesse, light, underwater

Dagger

Simple Melee: +6 to hit, range 20/60. Hit: 1d4+3 piercing
Properties: proficient, finesse, light, thrown, underwater

Whip

Martial Melee: +3 to hit, range -. Hit: 1d4+3 slashing
Properties: not proficient, finesse, reach

SPELLCASTING

DC	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
SPELL SLOTS	-	-	-	-	-	-	-	-	-
SLOTS USED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
L NAME	PREPARED/KNOWN	CAST	RANGE	DURATION	COMPONENT	TYPE			

RACE. Human

- +1 to all ability scores
- Size. Medium
- Speed. 30ft
- Languages. Common, one additional language

BACKGROUND. Noble

- Feature. Position of Privilege
Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are.
- Skills. History, Persuasion
- Tools. One type of gaming set
- Lifestyle. Wealthy, 4 gp per day
- Languages. One of your choice

CLASS. Rogue

- Armor. Light armor
- Weapons. Simple weapons, hand crossbows, long swords, rapiers, short swords
- Tools. Thieves' tools
- Saves. Dexterity, Intelligence
- Skills. Choose 4 from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth
- Expertise (Stealth, Perception)
Your proficiency bonus is doubled for ability checks that uses either of these proficiencies.
- Thieves' Cant
It takes four times longer to convey messages than it does to speak the same idea plainly.
- Sneak Attack
Once per turn, deal an extra 3d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5ft of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll
- Cunning Action
You can take a bonus action on each of your turns in combat to Dash, Disengage, or Hide only
- Roguish Archetype (Assassin)
- Bonus Proficiencies: disguise kit, poisoner's kit
- Roguish Archetype Feature (Assassinate)
You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet and any hit you score against a creature that is surprised is a critical hit
- Ability Score Improvement / Feat: Level 4
- Uncanny Dodge
When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you

ABILITY SCORE IMPROVEMENT & FEATS

- Tough - Rogue 4
- Your hit point maximum increases by an amount equal to twice your level. Whenever gaining a level thereafter, your hit point maximum increases by an additional 2 hit points

