

Neverland

A Fantasy Role-Playing Setting

Name

Player Name

HUMAN, ROGUE (Thief), 3

Race, Class, Level

CRIMINAL

Background

950

Experience

STR

+0

11

PROFICIENCY BONUS

+2

Saving Throws

+0 Strength

+5 Dexterity*

+2 Constitution

+4 Intelligence*

-1 Wisdom

+1 Charisma

**prof. bonus added*

Skills

+3 Acrobatics

-1 Animal Handling

+2 Arcana

+2 Athletics*

+3 Deception*

+2 History

-1 Insight

+3 Intimidation*

+2 Investigation

-1 Medicine

+2 Nature

-1 Perception**

+3 Performance

+3 Persuasion

+2 Religion

+7 Sleight of Hand**

+7 Stealth**

-1 Survival

**prof. bonus added*

PASSIVE WISDOM

9

CHA

+1

13

ARMOR

14

Leather Armor

HP

24

HD 3D8

INITIATIVE

+3

SPEED

30ft

LANGUAGES Common, Thieves' Cant

ALIGNMENT Chaotic Neutral

SIZE Medium

ACTION

- **Rapier** melee, +5 to hit, 1D8+3

- **Dagger** melee/ranged, +5 to hit, 1D4+3

- **Shortbow** ranged, +5 to hit, 1D6+3

SPECIAL ATTACK

- **Sneak Attack** Once per turn, deal 2D6 to one creature hit if attacking with advantage, don't need advantage if target is within 5' of an enemy

CLASS FEATURE

- **Expertise** prof. bonus noted with **

- **Sneak Attack** +2D6

- **Thieves' Cant** slang speak in code

- **Cunning Action** Dash, Disengage, or Hide as a bonus action

- **Fast Hands** use Cunning Action for Sleight of Hand, thieves' tools, or use object

- **Second-Story Work** fast climb, double jump distance

BACKGROUND FEATURE

- **Criminal Contact**

PROFICIENCIES

- **Armor** light

- **Weapons** simple, hand crossbow, longsword, rapier, shortsword

- **Tools** gambling dice, thieves' tools

EQUIPMENT

- **Carrying** Leather armor, rapier, 2 daggers, shortbow, 20 arrows, belt pouch, crowbar, set of plain dark clothes including a hood

- **Coins & Gems** 12 gold pieces (gp), 4 gems (each worth 10 gp)

CHILD PICKPOCKET

Much about you is a mystery, and that's not by your choice. You lived on the street for as long as you can remember and just barely got by. That is, until you met her.

She took you in and taught you how to use your cunning and memory to your advantage. She taught you how to relieve the elite of their wealth without them knowing. She even supported your decision to leave the city and explore. Maybe you'll see her again one day.

PERSONALITY TRAIT

You respect anyone who has mastered a skill or has found work that they love.

IDEAL

Preparedness. Improvising only works once you've done all the research and have an escape plan.

BOND

You owe a great debt to the clergywoman who took you in and taught you how to survive. One day you will repay her for her kindness.

FLAW

You refuse to get up and do anything more than eat before noon. If forced, you will complain about this whenever given the chance.

NOTES