

Wonderland

A Fantasy Role-Playing Setting

Character Name

Player Name

Human, Rogue (Thief), 3

Ancestry, Class (Subclass), Level

Criminal
Background

950

Experience

STR

-1
9

PROFICIENCY BONUS

+2

Saving Throws

-1 Strength
+5 Dexterity*
+2 Constitution
+4 Intelligence*
+0 Wisdom
+1 Charisma
**prof. bonus added*

Skills

+3 Acrobatics
+0 Animal Handling
+2 Arcana
+1 Athletics*
+3 Deception*
+2 History
+0 Insight
+1 Intimidation
+4 Investigation*
+0 Medicine
+2 Nature
+2 Perception*
+1 Performance
+1 Persuasion
+2 Religion
+7 Sleight of Hand**
+7 Stealth**
+0 Survival
**prof. bonus added*

PASSIVE WISDOM
12

ARMOR

14

Leather Armor

HP

24

HD 3D8

INITIATIVE

+3

SPEED

30ft

LANGUAGES Common, Thieves' Cant

ALIGNMENT Lawful 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
- **Sneak Attack** See Class Feature

CLASS FEATURE

- **Sneak Attack** (1/turn)
 - Extra 2D6 to attack
 - Must be advantage with finesse or ranged weapon or if enemy of target is within 5'
- **Cunning Action** Dash, Disengage, or Hide as bonus action
- **Thieves' Cant** Speak in slang and code
- **Fast Hands** Use Cunning Action to make Dexterity Check (Sleight of Hand), use thieves' tools, or use an object
- **Second-Story Work** Fast climb, double jump distance

BACKGROUND FEATURE

- **Criminal Contact**

PROFICIENCIES

- **Armor** light
- **Weapons** simple weapons, hand crossbow, longsword, rapier, shortsword
- **Tools** gaming set (dice set), thieves' tools

EQUIPMENT

- **Carrying** leather armor, rapier, 2 daggers, shortbow and 20 arrows, thieves' tools (lockpicks, small file and pliers, tiny mirror), belt pouch, crowbar, set of dark common clothes with a hood.
- **Coins & Gems** 11 gold pieces (GP), 7 gems (each worth 10 GP) 18 pearls (each worth 1 GP), pearl necklace (worth 25 GP)

PEARL CLUTCHER

The life of a thief is full of rules. Never take more than you can carry, only sell at night, and leave town before anyone can remember your face. But those old ways are being forgotten.

Your only wish is to fellow criminals that there's a better way to live. You always leave a single pearl at the scene of any theft as a sort of calling card with the hope that it will become a tradition for other like-minded burglars.

PERSONALITY TRAIT

You love teaching your craft to others with the hopes that it will tip the scales back towards the way thieving once was.

IDEAL

Tradition. The past must never be forgotten.

BOND

You never take off the string of pearls that you stole from a guild master when you were a child.

FLAW

You must always leave behind a pearl after a theft.

NOTES