DUNGEONS & DRAGONS®

Veldrin Baas Zord

CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
rouge 4 (assassin)	criminal	
RACE	**ALIGNMENT**	**EXPERIENCE POINTS**
Drow (albino)	NE	

STRENGTH -1 (8)

DEXTERITY +4 (18)

CONSTITUTION +3 (16)

INTELLIGENCE +0 (10)

WISDOM +0 (10)

CHARISMA +2 (14)

INSPIRATION

PROFICIENCY BONUS +2

SAVING THROWS

-1	Strength
+6	Dexterity
+3	Constitution
+2	Intelligence
+0	Wisdom
+2	Charisma

SKILLS

+8	Acrobatics (Dex)
+0	Animal Handling (Wis)
+0	Arcana (Int)
-1	Athletics (Str)
+4	Deception (Cha)
+0	History (Int)
+0	Insight (Wis)
+4	Intimidation (Cha)
+0	Investigation (Int)
+0	Medicine (Wis)
+0	Nature (Int)
+4	Perception (Wis)
+2	Performance (Cha)
+4	Persuasion (Cha)
+0	Religion (Int)
+6	Sleight of Hand (Dex)
+6	Stealth (Dex)
+0	Survival (Wis)

16 ARMOR CLASS

+4 INITIATIVE

30ft SPEED

Hit Point Maximum 41

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4

1d8+3 HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I'm always calm, no matter what the situation. I never raise my voice or let my emotions control me.

PERSONALITY TRAITS

I'm loyal to myself, not any ideals, and everyone else can take a trip down the styx for all I care.

IDEALS

My training was expensive for my House and they want to see it paying off.

BONDS

When faced with a choice between money and my friends, I usually choose the money. What friends anyway?

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+6	1d8+4 p.
Shortbow	+6	1d8+4 p.
dagger	+6	1d4+4 p.

dagger
+6 1d4+4 range 20/60

shortbow range 80/320

ATTACKS & SPELLCASTING

Class Rouge
Level 1
- Expertise
At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.
Acrobatics, Perception
- Sneak Attack 2d6
Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 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 5 feet o f it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column o f the Rogue table.
- Thieves Cant

Level 2
- Cunning Action
Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can b e used only to take the Dash, Disengage, or Hide action.

Level 3
Rougish Archetype: Assassin (PHB p. 97)
- Bonus Proficiencies
When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and the poisoner's kit.
- Assassinate
Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Level 4
ASI +2 Dex

Background: Criminal (PHB p. 129)
Feature: Criminal Contact
You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver m essages for you.
Skill Proficiencies: Deception, Stealth
Tool Proficiencies: One type of gaming set, thieves' tools

FEATURES & TRAITS

14 PASSIVE WISDOM (PERCEPTION)

Armor: Light armor
Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords
Tools: Thieves' tools, Playing Cards, disguise kit, poisoners kit

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 15
PP

Studded leather armor
Thieves' tools, Playing Cards, disguise kit, poisoners kit
A crowbar, a set of dark common clothes including a hood,
Explorer's Pack: Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

EQUIPMENT

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Veldren Baas Zord

CHARACTER NAME

25	1,60m	50kg
AGE	HEIGHT	WEIGHT
red	white	white
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Veldren ist der zweite Sohn des Hauses Baas Zord und ein Szarkhai, ein Albinodrow. Das macht ihn für die Mutter Oberin sehr, sehr wertvoll und sie hat viel Mühe, Zeit und Geld in seine Ausbildung investiert. Nun ist diese erstmal abgeschlossen und er soll die Oberfläche kennen lernen, die oft sein Einsatzgebiet sein wird. Eigentlich soll er sich mit einem Kontakt Treffen, aber er quatscht den falschen Zwerg an und findet sich plötzlich ungewollt im Besprechungszimmer zu einer Mission wieder, bei der er eigentlich gar nicht mitmachen wollte. Noch größer werden seine Augen, als er einen Drow sieht, der, wenn auch verdeckt, aber für Veldrens Augen dennoch sichtbar, das Zeichen seines Hauses trägt. Er hat natürlich von dem verstorbenen Bruder gehört, ein Glück für ihn, sonst wäre er nicht am Leben. Lolth duldet nur zwei adlige Söhne pro Haus.... Dass sein Bruder vielleicht noch lebt und nur verschwunden ist, ist daher ein großes Problem für ihn. Aber ist das wirklich Zisan?

CHARACTER BACKSTORY

race: Drow
- Darkvision 120ft (36m, 24Kästchen)
- sunlight sensivity: disadvantage on perception checks that rely on sight in direct sunlight
- Advantage on saving throws against being charmed
- immune to magical sleep
- Trance: gain benefit from 8 hours rest after 4 hours of trance
- Drow magic: dancing lights cantrip, faerie fire 1/d

ADDITIONAL FEATURES & TRAITS

Drow House insignia (spider climb): use spider climb 1/day as the spell (originally appeared in "Drow of the Underdark" p. 99)

TREASURE

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

2

3

4

5

6

7

8

9

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