DUNGEONS & DRAGONS®

Alasdair Hochberg

CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
Rouge (Assassin)	Spy	
RACE	**ALIGNMENT**	**EXPERIENCE POINTS**
Halfling (Lightfoot)	CG	

STRENGTH -1 (8)

DEXTERITY +4 (18)

CONSTITUTION +1 (12)

INTELLIGENCE +1 (12)

WISDOM -1 (9)

CHARISMA +3 (16)

n.a. — INSPIRATION

+2 — PROFICIENCY BONUS

SAVING THROWS

- -1 Strength
- (•) +6 Dexterity
- +1 Constitution
- (•) +3 Intelligence
- -1 Wisdom
- +3 Charisma

SKILLS

- +4 Acrobatics (Dex)
- -1 Animal Handling (Wis)
- +1 Arcana (Int)
- -1 Athletics (Str)
- (•) +5 Deception (Cha)
- +1 History (Int)
- (•) +3 Insight (Wis)
- +5 Intimidation (Cha)
- (•) +3/18 Investigation (Int)
- -1 Medicine (Wis)
- +1 Nature (Int)
- (•) +3 Perception (Wis)
- +3 Performance (Cha)
- +3 Persuasion (Cha)
- +1 Religion (Int)
- (•) +6 Sleight of Hand (Dex)
- (•) +6 Stealth (Dex)
- -1 Survival (Wis)

18 — PASSIVE WISDOM (PERCEPTION)

Languages: Common, Halfling
Tools: dice, thieve's tools (exp., da doppelt von Klasse und Hintergrund), disguise kit, poisoners kit
Armor: Light armor
Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

OTHER PROFICIENCIES & LANGUAGES

16 ARMOR CLASS

+4 INITIATIVE

25ft SPEED

Hit Point Maximum 33

33

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4

1d8+1

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
rapier	+6	1d8+4 p.

dagger +6 1d4+4+poison (see page 2)

ATTACKS & SPELLCASTING

CP
SP
EP
GP 15
PP

Studded leather armor
Thieves' tools, a dice set, 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

The first thing I do in a new place is note the location of weak points, energency exits and such things

PERSONALITY TRAITS

I will keep the country where my family lives safe

IDEALS

Any treasure I stumble upon during my missions go to support my family and the halfling community they live in

BONDS

I'm best when working alone, others tend to stand in my way

FLAWS

Class: Rouge (PHB p.94)
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.
Insight, 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 of 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 of 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 be 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
Feat: Observant (PHB p. 168)
Quick to notice details of your environment, you gain the following benefits:
• Increase your Intelligence or W isdom score by 1, to a maximum of 20.
• If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
• You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

Background: Spy (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 messages for you.
Skill Proficiencies: Deception, Stealth
Tool Proficiencies: One type of gaming set, thieves' tools

FEATURES & TRAITS

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Alasdair Hochberg

CHARACTER NAME

30	0,85m	18kg
AGE	HEIGHT	WEIGHT
amber		hazel
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Alasdair ist am Rande einer großen Stadt aufgewachsen. Die Halblinge seiner Gemeinschaft wohnen gerade außerhalb der Mauern und bewirtschaften die umliegenden Felder. In den unruhigen Zeiten vor einigen Jahren wurden die friedlichen Halblinge öfter von den verschiedenen großen Leuten überfallen und so fasste Alasdair den Entschluss, das Kämpfen zu lernen und der Stadwache beizutreten, um seine Gemeinschaft zu beschützen. Nur wurde der schmächtige Halbling dort ausgelacht und man legte ihm nahe, sich etwas anderes zu suchen. Auch verschiedene Orden und kampfbetonte Organisationen der Stadt lehnten ihn alle ab. Seine Beharrlichkeit brachte ihm so manchen Ärger ein, doch seine Fähigkeit, einfach in der Menge zu verschwinden, rette ihn jedes Mal. So wurde der Meister der Informationen auf ihn aufmerksam und bot ihm eine Ausbildung als Spion an. Zwar würde er nur selten seine Feinde so offen bekämpfen, wie die Stadtwache, doch seine verborgenen Beiträge würden teilweise viel mehr für die Sicherheit seiner Familie tun. Das war ein Angebot, das Alasdair nicht ablehnen konnte und er hat es seitdem auch nicht bereut, diesen Weg eingeschlagen zu haben.
Inzwischen ist er ein ziemlich guter Spion und Assassine geworden, wie auch letztens ein paar Drow feststellen mussten, deren Einflussnahme auf einen dunklen Kult er ein Ende gemacht hat. Neben etwas Gold war der größere Fund aber ein kleiner Vorrat des praktischen Drowgiftes, das seine Opfer im besten Fall in einen tiefen Schlaf fallen lässt. Nun ist er endlich wieder aus den Höhlen heraus und im Tageslicht, als er durch eine Zwergensiedlung reist, welche die Hilfe von Abenteurern benötigt. Er mag kleine Leute lieber als die großen Völker und so lässt er sich von Untergeneral Farhorn beschwatzen, zu helfen.

CHARACTER BACKSTORY

Race: Halfling
- Ability Score Increase: Your Dexterity score increases by 2.
- Size: Your size is Small.
- Lucky: When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.
- Brave: You have advantage on saving throws against being frightened.
- Halfling Nimbleness: You can move through the space of any creature that is of a size larger than yours.
Subrace: Lightfoot
- Ability Score Increase. Your Charisma score increases by 1.
- Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

ADDITIONAL FEATURES & TRAITS

Drow Poison (Injury). 3 doses
This poison is typically made only by the drow, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

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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