

Blythe Turk



5th Edition SRD

Female Human Rogue 3 - CR 1/2

Chaotic Neutral Humanoid; Background: **Charlatan**; Age: **19**; Height: **5' 7"**; Weight: **115lb.**; Eyes: **brown**; Hair: **black**

Ability	Score	Modifier	Saving Throw
STR <small>STRENGTH</small>	9	-1	-1
DEX <small>DEXTERITY</small>	16	+3	+5
CON <small>CONSTITUTION</small>	13	+1	+1
INT <small>INTELLIGENCE</small>	14	+2	+4
WIS <small>WISDOM</small>	11	0	+0
CHA <small>CHARISMA</small>	15	+2	+2

AC 14 **Initiative** +3 **Speed** 30 ft

Proficiency +2 **Inspiration**

HP 21 **HD** 3d8 **Death Saves**

Damage / Current HP	HD Used	Success/Fail
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Number of Attacks 1

Dagger

Main hand: **+5, 1d4+3 piercing** Rng: 20 ft./60 ft.
 Ranged: **+5, 1d4+3 piercing** Finesse, Light, Thrown

Rapier

Main hand: **+5, 1d8+3 piercing** Finesse

Shortbow

Ranged, both hands: **+5, 1d6+3 piercing** Rng: 80 ft./320 ft.
 Ammunition, Two-Handed

Leather

+1

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+3	DEX (3)	-	
Animal Handling	+0	WIS (0)	-	
Arcana	+2	INT (2)	-	
Athletics	-1	STR (-1)	-	
Deception	+6	CHA (2)	+4	
History	+2	INT (2)	-	
Insight	+2	WIS (0)	+2	
Intimidation	+2	CHA (2)	-	
Investigation	+2	INT (2)	-	
Medicine	+0	WIS (0)	-	
Nature	+2	INT (2)	-	
Perception	+0	WIS (0)	-	
Performance	+4	CHA (2)	+2	
Persuasion	+4	CHA (2)	+2	
Religion	+2	INT (2)	-	
Sleight of Hand	+5	DEX (3)	+2	
Stealth	+7	DEX (3)	+4	
Survival	+0	WIS (0)	-	

Passive Perception: 10

Other Proficiencies:

Tools: Disguise kit (+2); Forgery kit (+2); Thieves' tools (+2)

Weapons: Simple weapons; Crossbow, hand; Longsword; Rapier; Shortsword

Armor: Light armor

Special Abilities

Arcane Trickster
 Cunning Action
 False Identity
 Mage Hand Legerdemain
 Sneak Attack +2d6
 Thieves' Cant

Gear

**Total Weight Carried: 14 lbs,
(Maximum: 135 lbs)**

Dagger x2	1 lb
Leather	10 lbs
Money	-
Rapier	2 lbs
Shortbow	-

Tracked Resources

Dagger	<input type="checkbox"/> <input type="checkbox"/>
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Languages

Common Thieves' Cant

Spell Slots

1st level	<input type="checkbox"/> <input type="checkbox"/>
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Spells & Powers

Rogue spells known (CL 1st)

Spell Save DC 12 **Spell Attack +4**

1st—*charm person, disguise self, witch bolt*

Cantrips—*booming blade, friends, mage hand*

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Experience & Wealth

Experience Points: **900/2700**

Current Cash: **You have no money!**

Role Playing

Personality Trait: Flattery - I always get what I want when flattery can be used to sway the people around me.

Personality Trait: Lie - I'm a pathological liar. Or am I?

Ideal: Creativity - I stay on top of my game by ensuring I never run the same con twice. (Chaotic)

Bond: Mentor - My mentor taught me everything; he was a horrid person who is likely rotting in a prison somewhere.

Flaw: Fool - I am confident both in my ability to fool others and in my faith that I cannot be fooled.

: Insinuate - I insinuate myself into people's lives to prey on their weakness and secure their fortunes for my own gain.