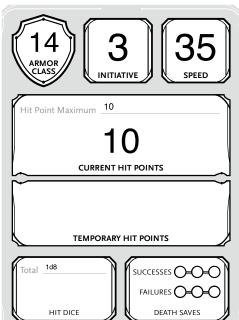
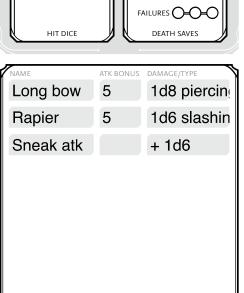


Rogue 1 Urchin Joey Iovino - DOTS
CLASS & LEVEL BACKGROUND PLAYER NAME
Wood elf CN 0
RACE ALIGNMENT EXPERIENCE POINTS







Smart and shy, never quite says the right thing around people. What he says often comes out awkwardly. I like to stay hidden in small spaces.

PERSONALITY TRAITS

Severe love for all things shiny, will die or do anything foolhardy to make sure his friends are safe. I like to help people who help me.

IDEALS

I leave expensive trinkets that aren't useful to me for people who are in need of them / money.

BONDS

Can't stop himself from going after shiny objects that he wants. Very intrigued by unordinary objects. (It's not stealing if I need it more than them)

FLAWS

Fleet of foot - base speed 35'
Dark vision 60'
Mask of the wild- can attempt

Mask of the wild- can attempt to hide even with only light cover

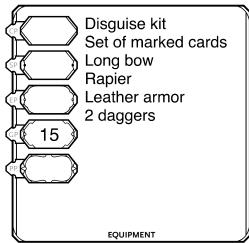
Expertise - stealth / sleight of hand = double proficiency

O 3 Stealth (Dex)
O 3 Survival (Wis)
SKILLS

PASSIVE WISDOM (PERCEPTION)

Common , elvish, thieves cant Disguise kit Thieves tools Small knife Map of the city I grew up in Pet mouse (squishy)

OTHER PROFICIENCIES & LANGUAGES



ATTACKS & SPELLCASTING

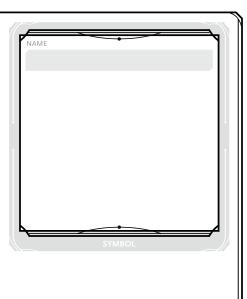
FEATURES & TRAITS



27	5' 4"	130
AGE	HEIGHT	WEIGHT
Green/Grey	Bronze	Black (mid)
EYES	SKIN	HAIR



Carn- the elder thief who took me in.
Genesis - the thieves guild, and its leaders who accepted and trained me.



**ALLIES & ORGANIZATIONS** 

Orphaned on the city streets, keryth made his own way stealing what he needed. Eventually he was found by an elder member of a thieves guild. He was taken in and trained showing much natural skill from his eleven heritage, his awkward nature is often overlooked among peers in the guild and written off as the cost of growing up alone. He earned the nickname lucky from years of not getting caught or killed by guards, and for taking on tasks deemed impossible or foolhardy and coming out ahead every time. This earned him respect amongst thieves and mercenaries who hear his name. Lucky trained hard and is fiercely loyal, as well as helpful to those in need, the name is a reminder to him that it isn't luck at all that brought him here but his own strength of will. Not knowing how to thank those that trained him he is often found stealing for fun and leaving the trinkets to those in need.

CHARACTER BACKSTORY

Lucky never goes anywhere without his bow near by as his favored weapon, he also keeps a rapier at his back opposite his quiver. preferring the skill of the thin blade for protection, as well as 2 daggers tucked into his armor. Adorned with the customary blue leather armor of his guild he is commonly found adorned with a torn hooded black cape concealing everything but his bow and appearing as a youthful traveler.

Feature: City Secrets

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. W hen you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

ADDITIONAL FEATURES & TRAITS

TREASUR

