

Aurelia Thalore

CHARACTER NAME

Rogue 5
CLASS & LEVEL

High Elf
RACE

Criminal
BACKGROUND

True Neutral
ALIGNMENT

PLAYER NAME

0
EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

18

+4

CONSTITUTION

15

+2

INTELLIGENCE

8

-1

WISDOM

14

+2

CHARISMA

10

+0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ **-1** Strength
- ☒ **+7** Dexterity
- ☐ **+2** Constitution
- ☒ **+2** Intelligence
- ☐ **+2** Wisdom
- ☐ **+0** Charisma

SAVING THROWS

- ☒ **+7** Acrobatics (Dex)
- ☐ **+2** Animal Handling (Wis)
- ☐ **-1** Arcana (Int)
- ☐ **-1** Athletics (Str)
- ☒ **+3** Deception (Cha)
- ☐ **-1** History (Int)
- ☒ **+5** Insight (Wis)
- ☐ **+0** Intimidation (Cha)
- ☐ **-1** Investigation (Int)
- ☒ **+5** Medicine (Wis)
- ☐ **-1** Nature (Int)
- ☒ **+5** Perception (Wis)
- ☐ **+0** Performance (Cha)
- ☐ **+0** Persuasion (Cha)
- ☐ **-1** Religion (Int)
- ☒ **+15** Sleight of Hand (Dex)
- ☒ **+10** Stealth (Dex)
- ☐ **+2** Survival (Wis)

SKILLS

15

ARMOR CLASS

+7

INITIATIVE

30

SPEED

Hit Point Maximum **38**

38

CURRENT HIT POINTS

0

TEMPORARY HIT POINTS

Total **5**

5

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Aurelia is cool and calculating, always thinking three steps ahead. She has an acerbic wit and a guarded demeanor, rarely letting others see her vulnerabilities. Despite her cynical exterior, she has a

PERSONALITY TRAITS

- Freedom: Aurelia believes everyone has the right to chart their own destiny, free from oppression or coercion.

IDEALS

- An Orphaned Child: Aurelia saved a young urchin, Marek, during one of her missions and left him in a small village. She keeps tabs on him from afar and

BONDS

- Paranoia: Aurelia trusts no one fully, and her suspicion often alienates potential allies.
- Unyielding Guilt: The lives she has taken, both

FLAWS

NAME ATK BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

Features: Alert, Assassin's Tools, Assassinate, Cunning Action, Cunning Strike, Elven: High Elf Lineage, Fey Ancestry, Skulker, Sneak Attack, Steady Aim, Thieves' Cant, Trance, Uncanny Dodge

15

PASSIVE WISDOM (PERCEPTION)

Weapons: Simple, Rapier, Scimitar, Shortsword, Whip, Hand Crossbow;
Armor: Light;
Tools: Thieves' Tools, Disguise Kit, Poisoner's Kit, Forgery Kit;
Languages: , Goblin, Common, Elvish, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

24

PP

0

+1 Hand Crossbow, Crowbar, Crowbar, Dagger, Dagger, Dagger, Dagger, Gloves of Thievery, Leather, Shortbow, Shortsword, Traveler's Clothes, Unarmed Strike

EQUIPMENT

FEATURES & TRAITS



Aurelia Thalore

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Born into a family of thieves in a bustling, crime-ridden undercity, Aurelia grew up knowing only shadows and subterfuge. Her mother, a master pickpocket, and her father, a ruthless enforcer, taught her to survive by any means necessary. At 16, she was caught during a heist gone wrong and forced into the Emperor's army as an alternative to execution.

Assigned to the scout division, her natural talents for stealth and assassination were quickly recognized. Though she serves with loyalty, her criminal instincts never fully faded, and she frequently bends the rules to suit her own moral code - eliminating corrupt officers and protecting innocent lives.

Known for: during a critical battle against a rebel stronghold, Aurelia infiltrated enemy lines under the cover of darkness, single-handedly eliminating the rebel commander and sabotaging their supply chain without a single alarm being raised. Her actions turned the tide of the conflict, allowing the Emperor's forces to claim victory with minimal losses, earning her the moniker

...

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

20 Arrows, Backpack, 1000 Ball Bearings, Bell, 10 Candle, Hooded Lantern, 7 Oil, Pouch, Pouch, Quiver, 5 Rations, Rope, Tinderbox, Waterskin

TREASURE

