

**Character Name:** Sabah Ravenheart **Player Name:** NPC

**Class:** Rogue (Assassin) **Level:** 4th **Sex:** Female

**Race:** Human **Alignment:** Neutral evil **Age:** 23

**Background:** Criminal (hired killer) **Size:** Medium **Height:** 5' 8"

**Place of Origin:** Duchy of Urnst **Weight:** 132 lbs.

**General Appearance:** Short, black hair; oval shaped eyes; pale skin complexion; tattoo of a raven on her right shoulder blade; stoic facial expression **Hair:** Black **Eyes:** Dark brown

27			4d8				
<b>Max Hit Points</b>	<b>Current Hit Points</b>	<b>Temporary Hit Points</b>	<b>Hit Dice</b>	<b>Successes</b>		<b>Failures</b>	
			<b>Hit Dice Used:</b>	<b>Death Saves</b>			

<b>STR</b>	12	+1	<b>Inspiration:</b>					
<b>DEX</b>	16	+3	<b>Proficiency Bonus:</b> +2					
<b>CON</b>	13	+1	<b>Saving Throws:</b>					
<b>INT</b>	13	+1	<input type="checkbox"/>	+1	Strength	<input checked="" type="checkbox"/>	+3	Intelligence
<b>WIS</b>	12	+1	<input checked="" type="checkbox"/>	+5	Dexterity	<input type="checkbox"/>	+1	Wisdom
<b>CHA</b>	14	+2	<input type="checkbox"/>	+1	Constitution	<input type="checkbox"/>	+2	Charisma

<b>Armour Class:</b>	15
<b>Initiative:</b>	+8
<b>Speed:</b>	30 ft.
<b>Experience Points:</b>	2,850

**Languages:** Common, Baklunish, and Thieves' Cant

**Skills:**

<input type="checkbox"/>	+3	<b>Acrobatics</b> (Dex)	<input type="checkbox"/>	+1	<b>Medicine</b> (Wis)
<input type="checkbox"/>	+1	<b>Animal Handling</b> (Wis)	<input type="checkbox"/>	+1	<b>Nature</b> (Int)
<input type="checkbox"/>	+1	<b>Arcana</b> (Int)	<input checked="" type="checkbox"/>	+5	<b>Perception</b> (Wis)
<input type="checkbox"/>	+1	<b>Athletics</b> (Str)	<input checked="" type="checkbox"/>	+4	<b>Performance</b> (Cha)
<input checked="" type="checkbox"/>	+4	<b>Deception</b> (Cha)	<input type="checkbox"/>	+2	<b>Persuasion</b> (Cha)
<input type="checkbox"/>	+1	<b>History</b> (Int)	<input type="checkbox"/>	+1	<b>Religion</b> (Int)
<input checked="" type="checkbox"/>	+3	<b>Insight</b> (Wis)	<input checked="" type="checkbox"/>	+5	<b>Sleight of Hand</b> (Dex)
<input type="checkbox"/>	+2	<b>Intimidation</b> (Cha)	<input checked="" type="checkbox"/>	+7	<b>Stealth</b> (Dex)
<input type="checkbox"/>	+2	<b>Investigation</b> (Cha)	<input type="checkbox"/>	+1	<b>Survival</b> (Wis)

**Passive Wisdom (Perception):**

15

**Wealth:**

5	<b>CP</b>	<b>Other:</b>
42	<b>SP</b>	
15	<b>EP</b>	
254	<b>GP</b>	
2	<b>PP</b>	

ATTACKS			
Name	ATK Bonus	Damage/Type	Properties
Daggers	+5	5 (1d4 + 3) piercing	Finesse, light, thrown (20/60)
Shortsword	+5	6 (1d6 + 3) slashing	Finesse, light
<i>Dagger +1</i>	+6	6 (1d4 + 3) piercing	Finesse, light, thrown (20/60)

**PROFICIENCIES**

**Proficiencies.** Light armour, simple weapons, hand crossbows, longswords, rapiers, shortswords

**Tool Proficiencies.** Gaming set (dice), thieves' tools, disguise kit, and the poisoner's kit

EQUIPMENT	WT.	EQUIPMENT	WT.
Dark common clothes, including a hood	4	Backpack (21 lbs. / 30 lbs. capacity)	5
Studded leather armour	13	Hooded lantern	2
Dagger	1	4 Days of rations	8
Goblin bone dagger + serpent venom	1	Tinderbox	1
Shortsword	2	Waterskin (full)	5
Sling	-	Silk rope (50 ft.)	5
Pouch #2 (1.5 lbs. / 6 lbs. capacity)	1	Pouch #1 (3.5 lbs. / 6 lbs. capacity)	1
20 Sling bullats	1.5	Bag of 500 ball bearings	1
<i>Potion of hill giant strength</i>	.5	String (10 ft.)	-
Vial of serpent venom (1 use left)	-	Bell	-
DC 11 Con Sv, 10 (3d6) poison damage		5 Candles	-
Vial of anti-toxin	-	2 Flasks of oil	2
<i>The Devil's Hand dagger +1 (attuned)</i>	1	<i>Potion of healing</i>	.5
<i>Horn of alarm (4 charges)</i>	2	Sack (0 lbs. / 30 lbs. capacity)	.5
		@ the Dreaming Djinni Inn:	n/a
		Crowbar	(5)
		Rapier	(2)
		Hammer	(3)
		10 Pitons	(2.5)
			25
	27	<b>Total Weight Carried:</b>	52

**Unencumbered:** Str x 5 = 60  
**Heavily Encumbered:** Str x 15 = 180

x

**Encumbered:** Str x 10 = 120

**Speed:** -10 ft. Encumbered, -20 ft. Heavily Encumbered

## FEATURES & TRAITS

**Criminal Contact.** She has a reliable and trustworthy contact who acts as her liaison to a network of other criminals (the River Dogs Thieves Guild). She knows how to get messages to and from her contact, even over great distances; specifically, she knows the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for her.

**Expertise.** Her proficiency bonus is doubled for any ability check she makes that uses either of her chosen proficiencies of perception and stealth.

**Sneak Attack.** She knows how to strike subtly and exploit a foe's distraction. Once per turn, she can deal an extra 2d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or a ranged weapon. She doesn'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 she doesn't have disadvantage on the attack roll.

**Cunning Action.** She can use her Bonus Action to take the Dash, Disengage, or Hide action.

**Assassin.** Roguish Archetype.

**Assassinate.** She has 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.

**Alert.** She gains a +5 bonus to initiative. She can't be surprised while she is conscious. Other creatures don't gain advantage on attack rolls against her as a result of being hidden.

PERSONALITY TRAITS	IDEALS
<p>She is always calm, no matter what the situation.</p> <p>She never raises her voice or let her emotions control her. She has ice in her veins.</p>	<p>She will do whatever it takes to become wealthy.</p>
BONDS	FLAWS
<p>Something important was taken from her, and she aims to get revenge for it.</p>	<p>Sabah is seeking personal power and will align herself with the guild first over any other bonds (including party loyalty).</p>

BACKGROUND NOTES
<p><b>Birthdate:</b> 17th of Sunsebb, 559 C.Y.</p> <p>Sabah was born in a small wilderness village of Tanfel in the Duchy of Urnst. She was raised by her father, Sabir, when her mother (Basilia) abandoned them both. She grew up in a modest home and had a few close friends as a child.</p> <p>She left home when her father was killed by an unknown assassin. All she knows is a half-elf man known only as '<i>The Forgotten One</i>' assassinated her father for reasons unknown to her. She vowed to learn the same skills so she could avenge her father's death.</p> <p>Sabah left her village home and began travelling from village to village in the Duchy of Urnst working as a thief so she could pick up a few coins here and there. While she was in the city of Leukish, she encountered a young woman sorceress, called Drusa Fatale. Their meeting was non-stellar and Drusa Fatale swore that she would get even with Sabah. Sabah still does not know what she did for Drusa to be so angry with her.</p> <p>About a year ago, Sabah found herself in the Free Town of Parthaldi. She has since joined the River Dogs Thieves' Guild with the hope of learning more of her trade. It was through the guild that she became an assassin).</p> <p>Recently several merchants were assassinated in Parthaldi but she claims it had nothing to do with her but she will not say what guild business kept her busy recently.</p> <p><b>Lifestyle:</b> Modest (1 gp/day); has a room at the Dreaming Djinni inn.</p>