



Sisu Kurdle

Level 3 - Rogue - Rock Gnome - He/Him

Born the youngest of eight to a hard-working cook in a wealthy dwarf's estate, you never knew your father, who perished in a mining accident. Understanding from an early age that your meagre future prospects might lead you to the same early grave as your father, you snuck into the master's libraries nightly and acquired a good bit of knowledge about history and the natural world.

Strength
+0
10

+2

Initiative

14

Armor Class

24

Max HP

Dexterity
+2
14

Personality Traits

If at first you don't succeed, try again and again and again until you do.

Ideals

From each according to their ability, to each according to their need.

Constitution
+2
14

Bonds

Ma Kurdle. She cooks a mean stew, curses like a sailor, and doesn't suffer fools gladly.

Flaws

Not being very gifted at any particular thing, my self-esteem isn't exactly top notch.

Consciousness of your people's oppression came soon thereafter, and from a young age you began to work for the resistance, first as a messenger and errand runner, before your breadth of skills and solid work ethic earned you increasingly challenging missions.

Intelligence
+2
14

+4 Acrobatics DEX (P)

---ACTIONS---

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Wisdom
+1
13

+1 Animal Handling WIS

+2 Arcana INT

+0 Athletics STR

+1 Deception CHA

+4 History INT (P)

+1 Insight WIS

+1 Intimidation CHA

+4 Investigation INT (P)

+1 Medicine WIS

+4 Nature INT (P)

+3 Perception WIS (P)

+1 Performance CHA

+1 Persuasion CHA

+2 Religion INT

+2 Sleight of Hand DEX

+6 Stealth DEX (E)

+1 Survival WIS

--- BONUS ACTIONS ---

Cunning Action

You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

Fast Hands

You can use the bonus action granted by your Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

--- SPECIAL ---

Sneak Attack

Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Tool Proficiencies:

Herbalism Kit, Poisoner's Kit, Thieves' Tools, Tinker's Tools

Languages:

Common, Gnomish, Thieves' Cant

Full character information in FVTT

