

# Aurelia Thalore

CHARACTER NAME

**Rogue 5**  
CLASS & LEVEL

**Criminal**  
BACKGROUND

**Test Player**  
PLAYER NAME

**High Elf**  
RACE

**True Neutral**  
ALIGNMENT

**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

**SAVING THROWS**

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

**SKILLS**

- +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)
- +10 Sleight of Hand (Dex)
- +10 Stealth (Dex)
- +2 Survival (Wis)

**15** ARMOR CLASS

**+7** INITIATIVE

**30** SPEED

Hit Point Maximum **38**

**38** CURRENT HIT POINTS

**0** TEMPORARY HIT POINTS

Total **5**

**5** HIT DICE

SUCCESSSES

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

FEATURES & TRAITS

**15** PASSIVE WISDOM (PERCEPTION)

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

OTHER PROFICIENCIES & LANGUAGES

**0** CP

**0** SP

**0** EP

**24** GP

**0** PP

+1 Longbow, Bracers of Archery, Crowbar, 4 Dagger, Leather, Rapier, Traveler's Clothes, Unarmed Strike

EQUIPMENT



# Aurelia Thalore

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>NAME</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>
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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

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CHARACTER BACKSTORY

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ADDITIONAL FEATURES & TRAITS

9 Arrows, Backpack, 1000 Ball Bearings, Bell, 10 Candle, Hooded Lantern, 7 Oil, Potion of Greater Healing, Pouch, Pouch, Quiver, 5 Rations, Rope, Tinderbox, Waterskin

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TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

11

SPELL SAVE DC

+3

SPELL ATTACK BONUS

0

CANTRIPS

*Mage Hand (VS)*

Blank lines for spell entry

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

*Detect Magic (VSRC)* SPELL NAME

Blank lines for spell entry

2

*Misty Step (V)*

Blank lines for spell entry

3

Blank lines for spell entry

4

Blank lines for spell entry

5

Blank lines for spell entry

6

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7

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8

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9

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SPELLS KNOWN