

# DROW ROGUE 4

"I am in the business of removing obstacles."



Without divine or arcane magical ability, your options in the cutthroat world of drow society were limited. You either became an expert in death, or you died young.

After honing your murderous arts in the Underdark, you made your escape from the city of your birth to strike out on your own. Your reputation as a nigh-invisible killer strikes fear into those who would wrong you. But those who respect you earn your ready support.

## BACKGROUND (CHARLATAN)

You know what makes people tick, you can tease out their heart's desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books.

Your favorite scheme is putting on new identities. Your facility with disguise makes it easy to insinuate yourself into any setting, the better to get your target alone.

**False Identity.** You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

**Faction.** You are a member of the Zhentarim, an organization of well-trained mercenaries, savvy rogues, and crafty warlocks who seek to expand their influence and power.

**Personality Trait.** You lie about almost everything, even when there's no good reason to.

**Ideal.** You are a free spirit—no one tells you what to do.

**Bond.** You owe everything to your mentor—a master drow assassin who sees your defection as a personal affront.

**Flaw.** You're convinced that no one could ever fool you the way you fool others.

## CHARACTER NAME

Medium humanoid (drow elf), Assassin, neutral

**Armor Class** 16 (studded leather)

**Hit Points** 23 (Hit Dice 4d8)

**Speed** 30 ft.

STR	DEX	CON
8 (+0)	18 (+4)	10 (+0)
INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)

**Proficiencies** (+2 proficiency bonus)

**Saving Throws** Dex +6, Int +3

**Skills** Deception +5, Insight +3, Investigation +3, Perception +5\*, Persuasion +5, Sleight of Hand +6, Stealth +8\*

**Tools** disguise kit, poisoner's kit, thieves' tools

**Armor** light armor

**Weapons** simple weapons, hand crossbows, longswords, rapiers, shortwords

**Senses** passive (Perception) 15

**Languages** Common, Elvish, Undercommon, thieves' cant

## ACTIONS

**Attack.** You can attack once when you take this action, using the following:

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 1d6 + 4 piercing damage.

**Dagger.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 1d4 + 4 piercing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target.

*Hit:* 1d6 + 4 piercing damage.

**Spellcasting.** Drow Magic (drow trait).

## BONUS ACTIONS

**Cunning Action.** Rogue feature

**Two-Weapon Fighting.** When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

## OPTIONS

**Sneak Attack.** Rogue feature

**Assassinate.** Rogue feature

## DROW TRAITS

**Superior Darkvision.** You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

**Sunlight Sensitivity.** You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

**Drow Magic.** You know the *dancing lights* cantrip, and you can cast the *faerie fire* spell once per day (save DC 13). Charisma is your spellcasting ability for these spells.

## ROGUE FEATURES

**Sneak Attack.** Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don'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 you don't have disadvantage on the attack roll.

**Expertise.** Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

**Assassinate.** You have 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.

## EQUIPMENT

Shortsword, dagger, hand crossbow, quiver with 20 bolts, studded leather, dungeoneer's pack, thieves' tools, disguise kit, poisoner's kit, signet ring of a minor drow noble (your false identity), *potion of healing*, dark common clothes with a hood, belt pouch.