

Idolynn

Level 2
LEVEL

Rogue
CLASS

Chaotic Neutral
ALIGNMENT



INITIATIVE

Roll 1d20

+3

PASSIVE
PERCEPTION

11

SPEED

30 ft.



ARMOUR CLASS (AC)

14

Attacks equal or higher than AC hit



HIT POINTS

Damage Reduces Hit Points

19

HIT DICE 2d8



DEATH SAVES

SUCCESS



FAILURE



PROFICIENCY BONUS +2

SAVING THROWS

Roll
1d20

- +0 STRENGTH SAVES
- +5* DEXTERITY SAVES
- +3 CONSTITUTION SAVES
- +4* INTELLIGENCE SAVES
- 1 WISDOM SAVES
- +1 CHARISMA SAVES

* PROFICIENCY BONUS ALREADY APPLIED

PROFICIENCIES

Armour: light

Weapons: simple, hand crossbow, longsword, rapier, shortsword

Tools: thieves' tools

Saving Throws: DEX, INT

Skills: Acrobatics, Athletics, Perception, Performance, Sleight of Hand, Stealth

Languages: Common, Thieves' Cant

SKILLS

Roll
1d20

- +5* ACROBATICS (DEX)
- 1 ANIMAL HANDLING (WIS)
- +2 ARCANA (INT)
- +2* ATHLETICS (STR)
- 1 DECEPTION (CHA)
- 0 HISTORY (INT)
- +1 INSIGHT (WIS)
- +1 INTIMIDATION (CHA)
- +2 INVESTIGATION (INT)
- 1 MEDICINE (WIS)
- +2 NATURE (INT)
- +1* PERCEPTION (WIS)
- +3* PERFORMANCE (CHA)
- +1 PERSUASION (CHA)
- +2 RELIGION (INT)
- +7** SLEIGHT OF HAND (DEX)
- +7** STEALTH (DEX)
- 1 SURVIVAL (WIS)

* PROFICIENCY BONUS ALREADY APPLIED

ATTACKS

Roll
1d20

Rapier. Finesse Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 1d8+3 piercing damage.

Unarmed Strike. Melee Attack: +2 to hit, reach 5 ft. Hit: 1 bludgeoning damage.

Dagger. Finesse Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 1d4+3 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.).

Shortbow. Ranged Weapon Attack: +5 to hit, Hit: 1d6+3 piercing damage. normal range to 80 ft.; disadvantage long range 81 to 320 ft.).

FEATURES

Sneak Attack. Once per turn, deal extra +1d6 damage to one creature hit if attack with advantage using finesse or ranged weapon.

Expertise. Two skills gain double proficiency (Applied and marked **)

Cunning Action. Perform either the Dash, Disengage or Hide action as a bonus action.

Thieves' Cant. Knows the secret language and symbols used by thieves.



BACK STORY

This job was easy, far too easy, that's when you should have known it was going to go south.

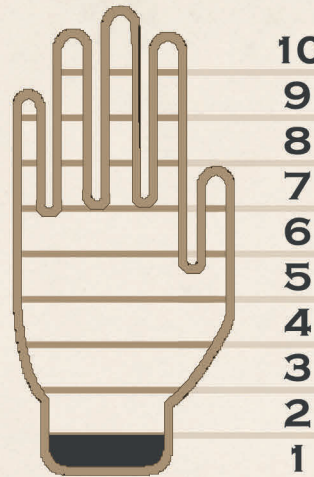
All of the information from the Quartermaster was spot on, you led the crew up to the cemetery and accessed the crypt without raising any alarms. Then the deft touch of your crowbar freed the Emerald Eye from it's housing on the sarcophagus, and that exquisite looking gem found its way into your pocket.

You'd checked all around for traps so the seal slamming into place after you all left the crypt was a surprise and you'd started to suspect magic as the cause just as the curse struck.

Now, not only do you appear to be rotting away and reek of the grave, but you've got a horrible suspicion that the only way to lift this curse will involve giving back the gem you've just acquired!

That seal may be magical, not mechanical, but you'd bet your life, or what's left of it, that it's trapped.

CURSE OF THE BLACK MARK



10 You're Cursed!

While you don't seem to be harmed, your flesh has started to rot away, which leaves you with the appearance of a zombie.

There is also a mark on your hand, that right now is quite small...

EQUIPMENT & TREASURE

Leather Armour (AC 11)

Rapier, 2 Daggers, Shortbow, 20 Arrows

Thieves Tools (lockpicks, file, pliers, etc.)

Backpack: Bell, 5 Candles, Crowbar, Hammer, 8

Pitons, Hooded Lantern, 1 Flask of Oil, Waterskin,

Ships Biscuits.

The Emerald Eye, 25gp, 32sp

SPELLS AND NOTES