

Crackpot Jack

He/Him

Lv. 3 Grove Criminal Beastkin Rogue

+5
INIT.

30 ft
SPEED.

+2
Proficiency
Bonus

ARMOR CLASS

15

Exhaustion

Hit Points

Max
24

Current

Temp

Hit Dice

Type
d8

Used

Max
3

Luck

success

Death Saves

failure

-1
STR
9
save
-1

+3
DEX
16
save
+5

+2
CON
14
save
+2

+3
INT
16
save
+3

-1
WIS
8
save
-1

+0
CHA
10
save
+0



Skills

- +5 Acrobatics (Dex)
- -1 Animal Handling (Wis)
- +3 Arcana (Int)
- -1 Athletics (Str)
- +2 Deception (Cha)
- +3 History (Int)
- +1 Insight (Wis)
- +0 Intimidation (Cha)
- ⊗ +7 Investigation (Int)
- -1 Medicine (Wis)
- +3 Nature (Int)
- +1 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +3 Religion (Int)
- +5 Sleight of Hand (Dex)
- ⊗ +7 Stealth (Dex)
- -1 Survival (Wis)

Weapon	To Hit	Damage	Range
Psychic Blade	+5	1d6+3	30/60
Short Bow	+5	1d6+3	80/320

Inventory

Burglar's Pack Grappling Hook
Studded Leather Traveler's Clothing
Thieve's Tools Chalk

Wealth

10 GP

Class 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 weapon you use must have the Finesse property or be 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.

Cunning Action:

Your quick thinking and agility allow you to move and act quickly. You can use a bonus action to take the Dash, Disengage, or Hide action

Psychic Blades:

As a bonus action, you can create a magical blade of shimmering psychic power from one or both of your hands. While one of your hands is manifesting a blade, you can't hold anything in that hand. You can dismiss one or both blades at any time (no action required), and they disappear if you're incapacitated.

The blade is a simple melee weapon with the finesse, light, and thrown properties. It has a normal range of 30 feet and a long range of 60 feet, and it deals 1d6 psychic damage on a hit. If you throw the blade as part of an attack, it vanishes immediately after it hits or misses its target. The blade otherwise disappears the instant it leaves your hand.

(Continued on back of sheet)

Talents & Traits

Covert:

- You can attempt to hide while in three-quarters cover or while lightly obscured.

- Creatures that rely on darkvision can't see you while you remain motionless in dim light or darkness. This effect ends if you move, take an action or bonus action, or use a reaction while in the creature's line of sight.

- You don't have disadvantage on attack rolls and WIS (Perception) checks against targets in dim light.

- If you make a ranged attack against a creature or if a creature spots you while you are hidden, you can use your reaction to make a DEX (Stealth) check at disadvantage opposed by the creature's Perception. On a success, you remain hidden and the creature is unaware of your position. Once used on a creature, the target can't be affected by this feature again for 24 hours.

Rabbit Hop:

As a bonus action, you can jump 10 feet, without provoking opportunity attacks. You can use this trait only if your speed is greater than 0. You can use it twice, and you regain all expended uses when you finish a long rest.

Hare Trigger:

You can add your proficiency bonus to your initiative rolls. (already on sheet)

Class Features

Psionic Enhancement:

You can focus your psionic power to give yourself an extraordinary ability. When you finish a long rest, you gain one of the following benefits of your choice, which lasts until you finish a long rest:

- You can communicate telepathically with any creature you can see within 30 feet of you. If a creature can speak at least one language, it can respond to you telepathically.
- Increase your walking speed by 5 feet
- Your hit point maximum and your current hit points increase by an amount equal to your Intelligence modifier plus your Rogue level.