Novice Thief (Charlatan)

Character Name

NPC

Player Name

True Neutral

Alignment

Campaign

Experience	Trait Points	Proficiency
459	45	+4

Armor Class	Max HP	Current HP
19	32	32

Charm Score	Hit Die	Initiative
0	d8	+2

Speed	Passive Perception
40 feet, 50 feet with 2+ Strides	15

Languages
1

Appearance

Age:

Height:

Weight:

Hair:

Skin:

Eyes:

Size:

Other:

Credits for this digital character sheet go to a player and friend!

Relationships

Proficiency
+4

Strength	
8	-1

Dexterity	
14	+2

Constitution	
10	+0

Intelligence	
12	+1

Wisdom	
12	+1

Charisma	
18	+4

	Saving Throws		Insight Bonus	Notes
□	+0	Fortitude	1d4 [1]	
■	+6	Reflex	1d4 [2]	
□	+1	Will	1d4 [3]	

	Skills		Insight Bonus	Notes
■	+5	Acrobatics (Dex)	1d4 [4]	Jack of All Trades: You can use any skill, no matter if you are proficient or not with it. With this trait it means the following Proficient Only entries on actions under Skills changes as follows: - No remains the same and means that you can use this action regardless of if you are proficient with the skill or not. - Yes, but can attempt Untrained changes to No, meaning you can roll without the disadvantage that being untrained would require. - Yes changes to Yes, but can attempt Untrained, meaning you can roll the Skill Check with disadvantage.
□	+1	Arcana (Int) - Fantasy Only		
□	-2	Athletics (Str)	1d4 [5]	
□	+1	Crafting (Int)		
■	+8	Deception (Cha)		
□	+4	Diplomacy (Cha)	1d4 [6]	
□	+1	Dungeoneering (Int)		
□	+1	Engineering (Int) - Steampunk Only		
□	+1	History (Int)		
■	+5	Insight (Wis)		
□	+4	Intimidation (Cha)		
□	+1	Lore (Int)		
□	+1	Medicine (Wis)		
□	+1	Nature (Int)		
■	+5	Perception (Wis)	1d6+2d4 [7]	
□	+4	Perform (Cha)		
□	+1	Profession (Wis)		
□	+1	Religion (Int)		
■	+5	Society (Int)		
■	+5	Stealth (Dex)	2d4 [8]	
□	+1	Survival (Wis)		
■	+5	Thievery (Dex)	1d4 [9]	

Rolled Initiative	Total Initiative	Damage Taken	Max HP	Current HP	Immunities, Resistances, Weaknesses
			32	32	

Weapons

Profient	*Name*	*Hands [10]*	*Type*	*Attack Bonus*	*Damage*	*Damage Bonus*	*Tags*	*Notes*	*Agile Tag*	*Melee or Propulsive Tag*
■	Rapier	1H	Dex	6/2/-2	1d6	-1	Agile, Finesse, Parry [11]		■	■
■	Crossbow	1H/2H	Dex	6/1/-4	1d8		-		□	□
□			-						□	□
□			-						□	□
□			-						□	□
□			-						□	□
□			-						□	□
□			-						□	□
□			-						□	□
□			-						□	□
□			-						□	□
□			-						□	□
□			-						□	□

Additional Attacks/Actions
[12]
[14]
[16]
[18]
[20]
[22]
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[68]
[70]
[72]
[74]
[76]
[78]
[80]

Ammunition			
Name	*Number*	*Used*	*Purchased*
Crossbow Bolts	10	0	10

Status Effects
[13]
[15]
[17]
[19]
[21]
[23]
[25]
[27]
[29]
[31]
[33]
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[37]
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[61]
[63]
[65]
[67]
[69]
[71]
[73]
[75]
[77]
[79]
[81]

Money [82]	
Starting Silver	950
Spent Silver	946
Current Silver	4

Remaining Carrying Capacity
5

Notes

Armor	Headband	Head	Eyes	Neck
Studded Leather				

Shield	Shoulders	Chest	Belt	Feet

Body	Hands	Wrists	Ring 1	Ring 2

Armor

Proficient	Item	Bonus	Weight	Cost [83]	Dex Cap	Speed Cap	Check Penalty	Tags	Equipped?
■	Studded Leather Armor with +1 Rune [84]	3	1	830	5	-	1	-	☑
□									☐
□									☐
□									☐
□									☐
□									☐
□									☐

Bonus Increases	Penalty Decrease	Dex Cap Decrease	Speed Cap Decrease	Natural Armor Bonus	Deflection Bonus	Other Armor Bonus

Equipment

Quantity	Item	Weight	Cost [85]
1	Alchemist's Fire, Lesser [88]	L	10
1	Crossbow Bolts (Set of 10)	L	1
1	Disguise Kit [92]	L	15
1	Elixir of Life, Minor [93]	L	10
1	Thieves Tools [94]	L	30
1	Thunder Stone, Lesser [95]	L	10

Weapons

Item	Hand [86]	Weight	Cost [87]	Tags
Crossbow [89]	2H	1	20	-
Rapier [90]	1H	1	20	Agile, Finesse, Parry [91]

Services

Quantity	Service	Cost [96]

Total Heritage Points
10

Unspent Heritage Points
0

Aspects

Name	*Cost*
Burglar [100]	1
Keen Awareness [102]	1
Lady Luck Blessed [104]	3
Persuasive [106]	1
Sneaky [108]	1
Speed, Sprinter [110]	1
Sprinter [112]	1
Sure-Footed [114]	1

Total Trait Points	Unspent Trait Points
45	1

Traits

Name	*Cost*
Ability Score Boost, Intelligence [97]	6
Ability Score Boost, Wisdom [98]	6
Armor Proficiency, Light [99]	1
Improved Jack of All Trades [101]	6
Jack of All Tracdes [103]	6
Saving Proficiency, Reflex [105]	4
Skill Proficiency, Acrobatics [107]	3
Skill Proficiency, Deception [109]	3
Skill Proficiency, Stealth [111]	3
Skill Proficiency, Thievery [113]	3
Weapon Proficiency, Martial Melee [115]	2
Weapon Proficiency, Simple Ranged [116]	1

Next Planned Traits	PreRq	TP

Spells

Ability	Spell Attack	Insight Bonus	Spell DC	Proficient
-	+0	[117]	10	☐

Aspect Abilities

Name	Type	Tags	Casting Time	Trigger/ Requirements	Range	Area/Target	Duration	Save	Used?
[118]	-	[119]							☐
[120]	-	[121]							☐
[122]	-	[123]							☐
[124]	-	[125]							☐
[126]	-	[127]							☐

Cantrips

Name	Type	Tags	Casting Time	Trigger/ Requirements	Range	Area/Target	Duration	Save	Prepared?
[128]	-	[129]							☐
[130]	-	[131]							☐
[132]	-	[133]							☐
[134]	-	[135]							☐
[136]	-	[137]							☐
[138]	-	[139]							☐
[140]	-	[141]							☐
[142]	-	[143]							☐
[144]	-	[145]							☐
[146]	-	[147]							☐
[148]	-	[149]							☐
[150]	-	[151]							☐
[152]	-	[153]							☐
[154]	-	[155]							☐
[156]	-	[157]							☐
[158]	-	[159]							☐

LEVEL 1

Available Slots
0

Used Slots	
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐

Remaining Slots
0

Name	Type	Tags	Casting Time	Trigger/ Requirements	Range	Area/Target	Duration	Save	Prepared?
[160]	-	[161]							☐
[162]	-	[163]							☐
[164]	-	[165]							☐
[166]	-	[167]							☐
[168]	-	[169]							☐
[170]	-	[171]							☐
[172]	-	[173]							☐
[174]	-	[175]							☐
[176]	-	[177]							☐
[178]	-	[179]							☐
[180]	-	[181]							☐
[182]	-	[183]							☐
[184]	-	[185]							☐
[186]	-	[187]							☐
[188]	-	[189]							☐
[190]	-	[191]							☐

LEVEL 2

Available Slots
0

Used Slots	
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐

Remaining Slots
0

Name	Type	Tags	Casting Time	Trigger/ Requirements	Range	Area/Target	Duration	Save	Prepared?
[192]	-	[193]							☐
[194]	-	[195]							☐
[196]	-	[197]							☐
[198]	-	[199]							☐
[200]	-	[201]							☐
[202]	-	[203]							☐
[204]	-	[205]							☐
[206]	-	[207]							☐
[208]	-	[209]							☐
[210]	-	[211]							☐
[212]	-	[213]							☐
[214]	-	[215]							☐
[216]	-	[217]							☐
[218]	-	[219]							☐
[220]	-	[221]							☐
[222]	-	[223]							☐

LEVEL 3

Available Slots
0

Used Slots	
☐	☐
☐	☐
☐	☐

Name	Type	Tags	Casting Time	Trigger/ Requirements	Range	Area/Target	Duration	Save	Prepared?
[224]	-	[225]							☐
[226]	-	[227]							☐
[228]	-	[229]							☐
[230]	-	[231]							☐
[232]	-	[233]							☐
[234]	-	[235]							☐

Spells

Ability	Spell Attack	Insight Bonus	Spell DC	Proficient
-	+0	[117]	10	☐

☐	☐	[236]	-	[237]								☐
☐	☐	[238]	-	[239]								☐
☐	☐	[240]	-	[241]								☐
☐	☐	[242]	-	[243]								☐
☐	☐	[244]	-	[245]								☐
☐	☐	[246]	-	[247]								☐
☐	☐	[248]	-	[249]								☐
		[250]	-	[251]								☐
Remaining Slots		[252]	-	[253]								☐
0		[254]	-	[255]								☐

LEVEL 4

Available Slots	Name	Type	Tags	Casting Time	Trigger/ Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[256]	-	[257]							☐
	[258]	-	[259]							☐
Used Slots	[260]	-	[261]							☐
☐ ☐	[262]	-	[263]							☐
☐ ☐	[264]	-	[265]							☐
☐ ☐	[266]	-	[267]							☐
☐ ☐	[268]	-	[269]							☐
☐ ☐	[270]	-	[271]							☐
☐ ☐	[272]	-	[273]							☐
☐ ☐	[274]	-	[275]							☐
☐ ☐	[276]	-	[277]							☐
☐ ☐	[278]	-	[279]							☐
☐ ☐	[280]	-	[281]							☐
	[282]	-	[283]							☐
Remaining Slots	[284]	-	[285]							☐
0	[286]	-	[287]							☐

LEVEL 5

Available Slots	Name	Type	Tags	Casting Time	Trigger/ Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[288]	-	[289]							☐
	[290]	-	[291]							☐
Used Slots	[292]	-	[293]							☐
☐ ☐	[294]	-	[295]							☐
☐ ☐	[296]	-	[297]							☐
☐ ☐	[298]	-	[299]							☐
☐ ☐	[300]	-	[301]							☐
☐ ☐	[302]	-	[303]							☐
☐ ☐	[304]	-	[305]							☐
☐ ☐	[306]	-	[307]							☐
☐ ☐	[308]	-	[309]							☐
☐ ☐	[310]	-	[311]							☐
☐ ☐	[312]	-	[313]							☐
	[314]	-	[315]							☐
Remaining Slots	[316]	-	[317]							☐
0	[318]	-	[319]							☐

LEVEL 6

Available Slots	Name	Type	Tags	Casting Time	Trigger/ Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[320]	-	[321]							☐
	[322]	-	[323]							☐
Used Slots	[324]	-	[325]							☐
☐ ☐	[326]	-	[327]							☐
☐ ☐	[328]	-	[329]							☐
☐ ☐	[330]	-	[331]							☐
☐ ☐	[332]	-	[333]							☐
☐ ☐	[334]	-	[335]							☐
☐ ☐	[336]	-	[337]							☐
☐ ☐	[338]	-	[339]							☐
☐ ☐	[340]	-	[341]							☐
☐ ☐	[342]	-	[343]							☐
☐ ☐	[344]	-	[345]							☐
	[346]	-	[347]							☐
Remaining Slots	[348]	-	[349]							☐
0	[350]	-	[351]							☐

LEVEL 7

Available Slots	Name	Type	Tags	Casting Time	Trigger/ Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[352]	-	[353]							☐
	[354]	-	[355]							☐
Used Slots	[356]	-	[357]							☐
☐ ☐	[358]	-	[359]							☐
☐ ☐	[360]	-	[361]							☐

Spells

Ability	Spell Attack	Insight Bonus	Spell DC	Proficient
-	+0	[117]	10	☐

☐	☐	[362]	-	[363]								☐
☐	☐	[364]	-	[365]								☐
☐	☐	[366]	-	[367]								☐
☐	☐	[368]	-	[369]								☐
☐	☐	[370]	-	[371]								☐
☐	☐	[372]	-	[373]								☐
☐	☐	[374]	-	[375]								☐
☐	☐	[376]	-	[377]								☐
		[378]	-	[379]								☐
Remaining Slots		[380]	-	[381]								☐
0		[382]	-	[383]								☐

LEVEL 8

Available Slots		Name	Type	Tags	Casting Time	Trigger/ Requirements	Range	Area/Target	Duration	Save	Prepared?
0		[384]	-	[385]							☐
		[386]	-	[387]							☐
Used Slots		[388]	-	[389]							☐
☐	☐	[390]	-	[391]							☐
☐	☐	[392]	-	[393]							☐
☐	☐	[394]	-	[395]							☐
☐	☐	[396]	-	[397]							☐
☐	☐	[398]	-	[399]							☐
☐	☐	[400]	-	[401]							☐
☐	☐	[402]	-	[403]							☐
☐	☐	[404]	-	[405]							☐
☐	☐	[406]	-	[407]							☐
☐	☐	[408]	-	[409]							☐
		[410]	-	[411]							☐
Remaining Slots		[412]	-	[413]							☐
0		[414]	-	[415]							☐

LEVEL 9

Available Slots		Name	Type	Tags	Casting Time	Trigger/ Requirements	Range	Area/Target	Duration	Save	Prepared?
0		[416]	-	[417]							☐
		[418]	-	[419]							☐
Used Slots		[420]	-	[421]							☐
☐	☐	[422]	-	[423]							☐
☐	☐	[424]	-	[425]							☐
☐	☐	[426]	-	[427]							☐
☐	☐	[428]	-	[429]							☐
☐	☐	[430]	-	[431]							☐
☐	☐	[432]	-	[433]							☐
☐	☐	[434]	-	[435]							☐
☐	☐	[436]	-	[437]							☐
☐	☐	[438]	-	[439]							☐
☐	☐	[440]	-	[441]							☐
		[442]	-	[443]							☐
Remaining Slots		[444]	-	[445]							☐
0		[446]	-	[447]							☐

LEVEL 10

Available Slots		Name	Type	Tags	Casting Time	Trigger/ Requirements	Range	Area/Target	Duration	Save	Prepared?
0		[448]	-	[449]							☐
		[450]	-	[451]							☐
Used Slots		[452]	-	[453]							☐
☐	☐	[454]	-	[455]							☐
☐	☐	[456]	-	[457]							☐
☐	☐	[458]	-	[459]							☐
☐	☐	[460]	-	[461]							☐
☐	☐	[462]	-	[463]							☐
☐	☐	[464]	-	[465]							☐
☐	☐	[466]	-	[467]							☐
☐	☐	[468]	-	[469]							☐
☐	☐	[470]	-	[471]							☐
☐	☐	[472]	-	[473]							☐
		[474]	-	[475]							☐
Remaining Slots		[476]	-	[477]							☐
0		[478]	-	[479]							☐

NOTES:

Backstory Notes:

Session 1

Session 2

Session 3

Session 4

Session 5

Session 6

Session 7

Session 8

Session 9

Session 10

[1] Lady Luck Blessed

[2] Lady Luck Blessed

[3] Lady Luck Blessed

[4] Sure-Footed

[5] Sure-Footed

[6] Persuasive

[7] Keen Awareness, Persuasive, Sneaky

[8] Burglar, Sneaky

[9] Burglar

[10] The following options represent:
1H = 1 hand to wield
1H/T = 1 hand to wield/thrown
1H/2H = 1 or 2 hands to wield
2H = 2 hands to wield
2H/T = 2 hands to wield/thrown
- = does not require hands

[11] Agile. The multiple attack penalty you take on the second Strike each turn with this weapon is –4 instead of –5, and –8 instead of –10 on the third and subsequent Strikes in the turn.

Finesse. You can choose to use your Dexterity modifier when making attack rolls with this melee weapon instead of your Strength modifier.

Parry. This weapon can be used defensively to block attacks. While wielding this weapon, you can spend a single action on your turn to position your weapon defensively, gaining a +2 Deflection bonus to AC until the start of your next turn.

[12] Description

[13] Description

[14] Description

[15] Description

[16] Description

[17] Description

[18] Description

[19] Description

[20] Description

[21] Description

[22] Description

[23] Description

[24] Description

[25] Description

[26] Description

[27] Description

[28] Description

[29] Description

[30] Description

[31] Description

[32] Description

[33] Description

[34] Description

[35] Description

[36] Description

[37] Description

[38] Description

[39] Description

[40] Description

[41] Description

[42] Description

[43] Description

[44] Description

[45] Description

[46] Description

[47] Description

[48] Description

[49] Description

[50] Description

[51] Description

[52] Description

[53] Description

[54] Description

[55] Description

[56] Description

[57] Description

[58] Description

[59] Description

[60] Description

[61] Description

[62] Description

[63] Description

[64] Description

[65] Description

[66] Description

[67] Description

[68] Description

[69] Description

[70] Description

[71] Description

[72] Description

[73] Description

[74] Description

[75] Description

[76] Description

[77] Description

[78] Description

[79] Description

[80] Description

[81] Description

[82] Record in silvers. The conversion rate with silver base is as follows:
1 Copper = 0.1 Silver
1 Silver = 1 Silver
1 Gold = 10 Silvers
1 Platinum = 100 Silvers

[83] Record in silvers. The conversion rate with silver base is as follows:
1 Copper = 0.1 Silver
1 Silver = 1 Silver
1 Gold = 10 Silvers
1 Platinum = 100 Silvers

[84] Similar to leather armor, this armor is a jacket made of leather stitched together. However, it adds more protection by using large metal rivets to reinforce and catch weapons. This armor has little drawbacks while grant some more protection than leather armor. It is a desirable choice for those still seeking maneuverability while gaining that little bit extra AC bonus.

Rune: Armor Potency
abjuration, magical

Price: dependent
Bonus Value: dependent
You can attach an armor potency rune to a suit of armor and add the rune's bonus value to AC. For example, Padded Leather Armor with a +3 Armor Potency Rune would grant an AC bonus of +4, instead of +1. Unless otherwise listed, an armor potency rune is an uncommon item.

Minor (800 silvers, +1). +1 Armor Potency Rune.

[85] Record in silvers. The conversion rate with silver base is as follows:
1 Copper = 0.1 Silver
1 Silver = 1 Silver
1 Gold = 10 Silvers
1 Platinum = 100 Silvers

[86] The following options represent:
1H = 1 hand to wield

1H/T = 1 hand to wield/thrown
1H/2H = 1 or 2 hands to wield
2H = 2 hands to wield
2H/T = 2 hands to wield/thrown
- = does not require hands

[87] Record in silvers. The conversion rate with silver base is as follows:
1 Copper = 0.1 Silver
1 Silver = 1 Silver
1 Gold = 10 Silvers
1 Platinum = 100 Silvers

[88] bomb, consumable, fire, splash

Price: dependent
Bulk: L
Alchemist's fire is a combination of several volatile liquids that ignite when exposed to air and is typically stored in a sealed flask. Alchemist's fire deals the listed fire damage, Persistent Damage, and splash damage. The target can end this Persistent Damage by normal means of removing the condition or by becoming submerged in water or otherwise entering an area deprived of air. Unless otherwise listed, an alchemist's fire is a common item, and all damage has the fire tag.

Lesser (10 silvers). 1d8 fire damage, 1 Persistent Damage and 1 splash damage.

[89] This bow uses a lock and trigger mechanism to shoot a shortened arrow, sometimes called a bolt, at a target. Unlike longbows or recurve bows, a crossbow only requires the user to pull the cording back into the lock. Once in place, the user does not need to hold the weight of the pulled cording to aim and fire. For this, the crossbow takes little training but more time to reload a bolt. A crossbow, while simpler to use, has a more complex design, with a lath, stock, and lock. The lath is the front cross piece and forms the arms of the bow from which the cording is drawn back. The stock is a straight or carved piece of wood extending backwards from the lath. Along the stock, the cording is drawn and then a bolt placed on top of notched into the back of the cording. Finally, the lock is the mechanism into which the cording is hooked and which, when triggered, releases the cording to let the attached bolt fly.

[90] A special classification within swords, a rapier is similar to a longsword with a blade length between three and four feet, however the blade is made thinner and lighter without sharpened edges. This makes it a choice weapon for combined defense and offense as well as a design choice. While they are considered closely related to the longsword through their length, the rapier has distinctive similarities with other swords. Many rapiers are forged with increasingly elaborate guards and shorter hilts, designed for single handed use similar to shorter bladed weapons.

[91] Agile. The multiple attack penalty you take on the second Strike each turn with this weapon is –4 instead of –5, and –8 instead of –10 on the third and subsequent Strikes in the turn.

Finesse. You can choose to use your Dexterity modifier when making attack rolls with this melee weapon instead of your Strength modifier.

Parry. This weapon can be used defensively to block attacks. While wielding this weapon, you can spend a single action on your turn to position your weapon defensively, gaining a +2 Deflection bonus to AC until the start of your next turn.

[92] This small wooden box contains cosmetics, false facial hair, spirit gum, and a few simple wigs. You usually need a disguise kit to set up a disguise in order to impersonate someone specifically using the

Deception skill. If you have crafted more than ten disguises, you can replenish your cosmetics supply with replacement cosmetics of a level of quality that matches that of your disguise kit. A disguise kit grants advantage to the Deception check while a disguise kit of expert quality grants double advantage to relevant checks and has 12 uses.

[93] consumable, elixir

Price: dependent
Bulk: L
Upon drinking this elixir, you regain the listed Hit Points. If you are at maximum Hit Points when you drink this elixir, you instead gain advantage to Fortitude saving throws for 1 hour against effects with the disease or poison tags. Unless otherwise listed, an elixir of life is a common item.

Minor (10 silvers). 1d6 hit points.

[94] You need thieves' tools to Pick Locks or Disable Devices using the Thievery skill. Thieves' tools add advantage to checks to Pick Locks and Disable Devices while expert quality grant double advantage to such Skill Checks. Replacement picks are necessary when your tools break as a result of a critical failure on a Thievery check.

[95] bomb, consumable, sonic, splash

Price: dependent
Bulk: L
When this stone hits a solid surface or creature by way of a ranged attack, it explodes with a deafening bang. A thunderstone deals the listed sonic damage and splash damage. Each creature within 10 feet of the space in which the stone exploded must succeed a Fortitude save with a DC equal to the original attack roll or be Deafened until the end of its next turn. Unless otherwise listed, a thunderstone is a common item, and all damage has the sonic tag.

Lesser (10 silvers). 1d4 sonic damage and 1 splash damage.

[96] Record in silvers. The conversion rate with silver base is as follows:
1 Copper = 0.1 Silver
1 Silver = 1 Silver
1 Gold = 10 Silvers
1 Platinum = 100 Silvers

[97] You have trained and increased one of your abilities. You gain either a +2 or +1 permanent bonus to one of your Ability Scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. This trait can be taken multiple times, each time you take the Ability Score Boost you gain a +2 or +1 bonus to any Ability Score. If an Ability Score is 18 or less before you apply this trait, it gains a +2 permanent bonus. If an Ability Score is 19 or more before you apply this trait, it gains a +1 permanent bonus.

[98] You have trained and increased one of your abilities. You gain either a +2 or +1 permanent bonus to one of your Ability Scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. This trait can be taken multiple times, each time you take the Ability Score Boost you gain a +2 or +1 bonus to any Ability Score. If an Ability Score is 18 or less before you apply this trait, it gains a +2 permanent bonus. If an Ability Score is 19 or more before you apply this trait, it gains a +1 permanent bonus.

[99] You have a certain level of expertise with armor. You automatically begin with Proficiency in No Armor. To gain a new armor proficiency, you must meet the prerequisites for the new proficiency and spend the required number of trait points, as listed below.

When you are wearing an armor type that you are proficient with, you add your Proficiency Score to your AC.

[100] You gain a 1d4 Insight bonus on Stealth and Thievery checks.

[101] You have no limit on the number of skills you can be proficient with, and you gain three additional Skill Proficiency Traits.

[102] You gain a 1d6 Insight bonus on Perception checks.

[103] You can use any skill, no matter if you are proficient or not with it. With this trait it means the following Proficient Only entries on actions under Skills changes as follows:

No remains the same and means that you can use this action regardless of if you are proficient with the skill or not.
Yes, but can attempt Untrained changes to No, meaning you can roll without the disadvantage that being untrained would require.
Yes changes to Yes, but can attempt Untrained, meaning you can roll the Skill Check with disadvantage.

[104] You receive a 1d4 Insight bonus on all saving throws.

[105] You become proficient in one of your saves. Add your Proficiency Score to one of the following: Fortitude, Reflex, or Will. You can take this trait three times, each time you must pick different saving throws to become proficient in.

[106] You gain a 1d4 Insight bonus on Diplomacy and Perception checks.

[107] Description

[108] You gain a 1d4 Insight bonus on Perception and Stealth checks.

[109] You have developed some of your skills beyond others. This trait can be taken multiple times. Each time you take Skill Proficiency you can add your Proficiency Score to one skill which is now considered trained(see Skills section for more). At any one time, you can be proficient in as many skills equal to your Proficiency score or your Intelligence Modifier, whichever is higher.

[110] When taking the Speed aspect, your speed can be one of the following options. It costs the listed amount in parentheses.

Sprinter (1 Point). You gain 10 feet of movement.

[111] You have developed some of your skills beyond others. This trait can be taken multiple times. Each time you take Skill Proficiency you can add your Proficiency Score to one skill which is now considered trained(see Skills section for more). At any one time, you can be proficient in as many skills equal to your Proficiency score or your Intelligence Modifier, whichever is higher.

[112] You gain a 10-foot bonus to your speed when using the two or more Stride actions in a turn or a Charge action.

[113] You have developed some of your skills beyond others. This trait can be taken multiple times. Each time you take Skill Proficiency you can add your Proficiency Score to one skill which is now considered trained(see Skills section for more). At any one time, you can be proficient in as many skills equal to your Proficiency score or your Intelligence Modifier, whichever is higher.

[114] You receive a 1d4 Insight bonus on Acrobatics and Athletics checks.

[115] You have a certain level of expertise with weapons. You add your Proficiency Score to attack rolls made with a weapon you are proficient with. The table is set up the same as the table of contents for this section. Any indented features have the first, unindented feature above as a prerequisite. Beyond the first

indent, arrow markers indicate prerequisites.

[116] You have a certain level of expertise with weapons. You add your Proficiency Score to attack rolls made with a weapon you are proficient with. The table is set up the same as the table of contents for this section. Any indented features have the first, unindented feature above as a prerequisite. Beyond the first indent, arrow markers indicate prerequisites.

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