

VRIXA TRIX

Rogue (Thief) 1

Goblin

Chaotic Neutral

CLASS & LEVEL

RACE

ALIGNMENT

EXPERIENCE

PLAYER NAME

Vrixa's heists went too far when she tried to steal her chieftain's crown. Ever devious, ever clever, but this time she was caught in the act. Her sentence was exile on a raft at sea, where there was nothing to steal... Until she chanced upon a ship adrift. By luck and cunning Vrixa boarded and was soon thieving again, when a maelstrom smashed it all to pieces and she washed up on Tidefall.

BACKGROUND

STRENGTH



+2 PROFICIENCY BONUS

INSPIRATION



Vrixa has a quick mind and an even sharper tongue, often cracking jokes at the worst possible moments. She never stays still for long, always dashing after the next chance to grab something valuable. Her laughter can sound a bit unsettling, like rattling chains in a dark cave, but she doesn't care what others think. She's constantly plotting her next big heist, each more impractical and improbable than the last

PERSONALITY TRAITS

DEXTERITY



SAVING THROWS

- 1 Strength
- +5 Dexterity
- Constitution
- +2 Intelligence
- +1 Wisdom
- Charisma

Hit Point Maximum

CURRENT HIT POINTS

"Steal First, Ask Never" - She sees no moral quandary intaking anything that isn't nailed down. If others can't protect their valuables, they deserve to lose them. Freedom Above All - No chieftain, no boss, no laws can keep her caged. If they try, they'll wake up missing their valuables.

IDEALS

CONSTITUTION



SKILLS

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

TEMPORARY HIT POINTS

The Crown She Couldn't Snatch The one job that got her booted from the tribe still haunts her. Someday, that fancy chieftain's crown is gonna sit on her pointy head

BONDS

INTELLIGENCE



Total: 1d8

HIT DICE

Successes

Failures

DEATH SAVES

Uncontrolled Kleptomania - She can't keep her thieving claws off anything that sparkles, even in risky situations, nor are her friends' pockets safe either.

FLAWS

WISDOM



Name	Atk Bonus	Damage/Type
Shortsword	+5	1d4 +3 Piercing
Dagger	+5	1d4 +3 Piercing

ATTACKS & SPELLCASTING

Race Traits (Goblin): Nimble Escape: Can take the Disengage or Hide action as a bonus action on each turn.

Class Features (Rogue):

Sneak Attack: Once per turn, can deal an extra 1d6 damage if you have advantage on the attack roll or an ally is adjacent to your target.

Thieves' Cant: You know thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages, in seemingly normal conversation. You also understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous, whether loot is nearby or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Naturally Stealthy: You can attempt to hide when you are obscured by a creature that is at least one size larger than you

CHARISMA



11 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Proficiencies: Light Armour, Simple Weapons, Hand crossbows, Longswords, Rapiers, Shortswords, Thieves tools, playing cards

Languages: Common, Goblin

Expertise: When you make a Dexterity (stealth) check or a check using thieves' tools, your proficiency bonus is doubled. This benefit is included in your stealth skill bonus

EQUIPMENT

CP: Leather Armor

EP: Shortsword

PP: 2 Daggers

GP: Thieves' Tools

SP: Explorer's Pack

FEATURES & TRAITS



VRIXA TRIX

3 ¼ ft

HEIGHT

19

AGE

22kg

WEIGHT

Orange

EYES

Dark

HAIR

Green

SKIN

Vrixa "the Trickster"

Trix knew what she was from a young age.

It took time, but if it meant she got to keep someone else's property, Vrixa passed every test her tribe set. Tricks with knucklebones, swiping heirlooms, or jewels tucked under a princeling's pillow: Vrixa was stealing, and plotting to steal more, before she could even crawl.

Her goblin tribe, far from Tidefall, were happy to cultivate her wiles. A rogue is always useful, and her ageing chieftain knew it. He saw in her a more powerful tool than for simple theft and put her to use in tribal feuds and "creative negotiations" farther afield.

With each success, whether lauded before the whole tribe or praised in the shadows, Vrixa's arrogance grew. As did her stash: she had a taste for sparkling things but was increasingly enjoying more intoxicating luxuries and would pursue and guard them jealously. Friends were useful but everyone was a potential mark.

When the old chief died, his successor had different ideas about how to use Vrixa's talents. Though he wanted her on side, he was not prepared to deal with her venomous wit or worry about her deceit. Vrixa was becoming a problem. As she melted deeper into the tribe's shadows, the new chieftain sought her famous stash piece by piece. A heady move, and a game he wouldn't win, and with each of his thefts and Vrixa's daring heists back, the chieftain's wrath grew.

Vrixa knew there was only one way to end the feud: she would steal the tribe chieftain's crown. Unfortunately, Just as he anticipated.

When she fell into his trap, the whole tribe was there to see it. Humiliated and at the new chieftain's mercy, Vrixa never did find out what gave that last heist away. All that remained was her death sentence. The tribe had no love for the sea and they reasoned she would lack for everything out there: with nothing to steal, eat, drink, or hide behind, not even the waves.

Vrixa will never forget stepping onto that raft, or at least she was prepared to think so. Her life had already ended anyway, the moment she was caught taking that crown. Yet she was beginning to feel the touch of remorse and even atone when she saw a ship on the horizon. Once aboard, she was born again: building a new stash, hoping for new heists.

Until she came face to face with the colossal maelstrom surrounding the island of Tidefall.

Now in Tidefall, Vrixa's not want to share these tales, but not because she is above gloating, Vrixa would say anything if it furthered her goals. This is a goblin who keeps the few cards she has left close to her chest.

CHARACTER BACKSTORY

Name

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TREASURE

