

Darvas

CHARACTER NAME

Rogue 5

CLASS & LEVEL

Stout Halfling

RACE

Criminal

BACKGROUND

Neutral

ALIGNMENT

Dan R

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+4

18

CONSTITUTION

+3

16

INTELLIGENCE

+2

14

WISDOM

+1

12

CHARISMA

-1

8

No

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- ☐ -1 Strength
 - ☒ +7 Dexterity
 - ☐ +3 Constitution
 - ☒ +5 Intelligence
 - ☐ +1 Wisdom
 - ☐ -1 Charisma

- SKILLS
- ☒ +7 Acrobatics (Dex)
 - ☐ +1 Animal Handling (Wis)
 - ☐ +2 Arcana (Int)
 - ☐ -1 Athletics (Str)
 - ☒ +2 Deception (Cha)
 - ☐ +2 History (Int)
 - ☐ +1 Insight (Wis)
 - ☐ -1 Intimidation (Cha)
 - ☒ +5 Investigation (Int)
 - ☐ +1 Medicine (Wis)
 - ☐ +2 Nature (Int)
 - ☒ +4 Perception (Wis)
 - ☐ -1 Performance (Cha)
 - ☐ -1 Persuasion (Cha)
 - ☐ +2 Religion (Int)
 - ☒ +10 Sleight of Hand (Dex)
 - ☒ +10 Stealth (Dex)
 - ☐ +1 Survival (Wis)

18

ARMOR CLASS

+4

INITIATIVE

25

SPEED

Hit Point Maximum 41

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Ranged: Attack (action)/move/Hide (bonus action)

PERSONALITY TRAITS

DODGE when attacked! (reaction)

IDEALS

Dash, Hide, or Disengage as bonus action

BONDS

Stalk: Hide (bonus action)/move/Attack (action)

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+7

1d8+4/p

Shortsword

+7

1d6+4/p

Shortbow

+7

1d6+4/p

Armor: Studded Leather Armor

Shield: Shield

--ATK Bonus=prof bonus + Dex

--Damage=roll + Dex on finesse & range weapon.

--Thrown dagger uses strength instead of dex.

--Armor Class is -2 without shield.

--Dagger range 20/60

--Shortbow range 80/320

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Dice set, light armor, simple weapons, hand crossbows, longswords, rapiers, shortbows, thieves' tools.

Languages:

Common, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP 0

SP 0

EP 0

GP 179

PP 0

Blue Sting, Cloak of Druidane, Shortbow and 40 arrows
extra dagger
magic potion of unknown type
2 healing potions
thieves' tools
backpack and pouch
800 ball bearings
10 feet of string
bell
5 candles + tinderbox
crowbar
hammer + 10 pitons
50 feet of hempen rope
hooded lantern + 2 flasks oil
5 days rations + waterskin
dark common clothes w/ hood

EQUIPMENT

(See Features Page)

--Brave

--Criminal Contact

--Cunning Action

--Expertise

--Fast Hands

--Halfling Nimbleness

--Lucky

--Second-Story Work

--Sneak Attack (3d6)

--Stout Resilience

--Uncanny Dodge

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STOUT RESILIENCE

Source: Race (Stout Halfling)

You have advantage on saving throws against poison, and you have resistance against poison damage (added here to avoid printing 3rd page!)

FEATURES & TRAITS

Features and Magic Items

Darvas

SUBCLASSES

SUBCLASS: THIEF

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ

FEATURES

BRAVE

Source: Race (Halfling)

You have advantage on saving throws against being frightened.

CRIMINAL CONTACT

Source: Background (Criminal)

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

CUNNING ACTION

Source: Rogue

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

EXPERTISE

Source: Rogue

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Add these skills to "skill_expertise" in your character.py file

FAST HANDS

Source: Rogue (Thief)

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

HALFLING NIMBLENESS

Source: Race (Halfling)

You can move through the space of any creature that is of a size larger than yours.

LUCKY

Source: Race (Halfling)

When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

SECOND-STORY WORK

Source: Rogue (Thief)

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

SNEAK ATTACK (3D6)

Source: Rogue

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 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.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

STOUT RESILIENCE

Source: Race (Stout Halfling)

You have advantage on saving throws against poison, and you have resistance against poison damage.

UNCANNY DODGE

Source: Class (many)

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

MAGIC ITEMS

CLOAK OF DRUIDANE

Requires Attunement: False

Rarity: Uncommon

While you wear this cloak with its hood up, you have +1 on stealth checks checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

BLUE STING

Requires Attunement: False

Rarity:

This strange shortsword glows blue when Orcs or Goblins are near. In addition to the blue glow, you gain +1 to hit and damage at all times.