

## 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

INSPIRATION

+3

PROFICIENCY BONUS

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

SAVING THROWS

- ☒ +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)

SKILLS

18

ARMOR CLASS

+4

INITIATIVE

25

SPEED

Hit Point Maximum 41

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8

HIT DICE

SUCCESSES

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

Magic Spear +5 1d6+6/p

Rapier +7 1d8+4/p

Shortsword +7 1d6+4/p

Shortbow: Atk +7, Dam 1d6+4/p

Dagger: Atk +7, Dam 1d4+4/p

Armor: Studded Leather Armor

Shield: Shield

--ATK Bonus=prof bonus + Dex

--Magic spear +1 to hit, 1D6 +Dex +2 damage

--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, shortswords, thieves' tools.

Languages:

Common, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP 0

SP 0

EP 0

GP 179

PP 0

Bluestingsword, Druidane cloak, Shortbow and 40 arrows  
Magic spear (+1 hit, +2 damage) extra dagger  
magic potion of unknown type  
0 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



Darvas

CHARACTER NAME

0

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



# FEATURES, MAGICAL ITEMS AND SPELLS

## SUBCLASSES

### THIEF

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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

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*Source: Race (Halfling)*

You have advantage on saving throws against being frightened.

### CRIMINAL CONTACT

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*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

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*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

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*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

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*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

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*Source: Race (Halfling)*

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

### LUCKY

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*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

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*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)

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*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

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*Source: Race (Stout Halfling)*

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



## UNCANNY DODGE

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*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

### DRUIDANE CLOAK

*item*

Foo.

### BLUESTINGSWORD

*item*

Magic Item "BlueStingSword" not defined.  
Please add it to `magic_items.py`