

Roque (10) Noble CLASS & LEVEL BACKGROUND

Human/Arkaiun **Neutral Good**

ALIGNMENT

EXPERIENCE POINTS

PLAYER NAME



DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

0 Strength

• +9 Dexterity +2 Constitution

+5 Intelligence

O +2 Wisdom

O +5 Charisma

SAVING THROWS

O +5 Acrobatics (Dex)

O +2 Animal Handling (Wis)

• +5 Arcana (Int)

O O Athletics (Str)

• +13 Deception (Cha)

• <u>+5</u> History (Int)

• +13 Intimidation (Cha)

O +1 Investigation (Int)

+2 Medicine (Wis)

O +1 Nature (Int)

O +2 Perception (Wis)

• +13 Performance (Cha)

• +13 Persuasion (Cha)

O +1 Religion (Int)

O +5 Sleight of Hand (Dex)

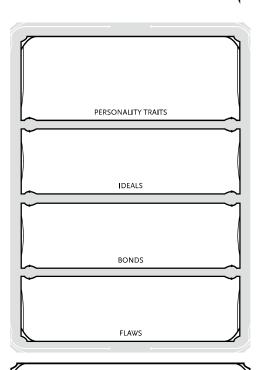
O +5 Stealth (Dex)

O +2 Survival (Wis)

SKILLS







NAME	ATK BONUS	DAMAGE/TYPE
Shortbow	+9	1d6 + 5 piercing
Rapier	+9	1d8 + 5 piercing
Rapier +1	+10	1d8 + 6 piercing
ATTACKS & SPELLCASTING		

-----Bonus Actions--Cunning Action. Dash, Disengage or Hide (use once/turn, see PHB 96).

-----Actions----Panache. Impose disadvantage on creature's attacks on others besides you if you success a CHA check contested by it's WIS check; it can only take opportunity attacks against you (lasts 1 minute, see SCAG 136).

-----Reactions-----Uncanny Dodge. Halve the damage from an attacker you can see that hits you (see PHB 96).

(additional features & traits on page 2)

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Dragonchess Set; Thieves' Tools

Weapon Proficiencies: Crossbow. hand: Longsword: Rapier: Shortsword; Simple

Armor Proficiencies: Light

Language Proficiencies: Common;

Draconic; Dwarvish

OTHER PROFICIENCIES & LANGUAGES

Arrow (20); Quiver (1); Waterskin (1); Signet ring (1); Bedroll (1); Thieves' Tools (1); Rations (1 day) (10); Scroll of Pedigree (1); Rope, hempen (1); Tinderbox (1); Mess kit (1); Backpack (1); 25 Clothes, fine (1); Studded (1); Torch (10); Purse (1)