D&D BEYOND

Gwiston d'Jorasco
CHARACTER NAME

Rogue 15 [Thief]
CLASS & LEVEL

PLAYER NAME

Mark of Healing Halfling
RACE

Criminal / Spy
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1	8
DEXTERITY	+5	20
CONSTITUTION	+4	19
INTELLIGENCE	-1	9
WISDOM	+2	14
CHARISMA	+2	14

○	-1	Strength
⊙	+10	Dexterity
○	+4	Constitution
⊙	+4	Intelligence
⊙	+7	Wisdom
○	+2	Charisma

Saving Throw Modifiers

Advantage against being frightened

SAVING THROWS

Ⓟ	+10	Acrobatics	DEX
○	+2	Animal Handling	WIS
○	-1	Arcana	INT
○	-1	Athletics	STR
Ⓟ	+7	Deception	CHA
○	-1	History	INT
○	+2	Insight	WIS
○	+2	Intimidation	CHA
Ⓟ	+4	Investigation	INT
○	+2	Medicine	WIS
○	-1	Nature	INT
Ⓔ	+12	Perception	WIS
○	+2	Performance	CHA
○	+2	Persuasion	CHA
○	-1	Religion	INT
Ⓔ	+15	Sleight of Hand	DEX
Ⓔ	+15	Stealth	DEX
○	+2	Survival	WIS
○			
○			
○			

SKILLS

+10
INITIATIVE

ARMOR
17
CLASS

DEFENSES

INSPIRATION

+5
PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking), 50 ft. (Flying)
SPEED

Max HP	Current HP	Temp HP
138		--

HIT POINTS

Total 15d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===
Dice Set, Forgery Kit, Thieves' Tools

=== LANGUAGES ===
Common, Halfling, Thieves' Cant

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===
Cunning Action
You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

Fast Hands
You can use the bonus action granted by your Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Steady Aim
As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

=== REACTIONS ===
Uncanny Dodge
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.

=== SPECIAL ===

ACTIONS

22	PASSIVE WISDOM (PERCEPTION)
12	PASSIVE WISDOM (INSIGHT)
14	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +2	+12	1d8+7 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger, +1	+11	1d4+6 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dagger, +1	+11	1d4+6 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier, +2	+12	1d8+7 Piercing	Martial, Finesse
Unarmed Strike	+4	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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=== ROGUE FEATURES ===

* Hit Points • PHB 95

* Proficiencies • PHB 95

* Expertise • PHB 96
Your proficiency bonus is doubled for any ability check you make that uses any of the chosen proficiencies.

* Sneak Attack • PHB 96
Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

| Special

* Thieves' Cant • PHB 96
You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

* Cunning Action • PHB 96
You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

| 1 Bonus Action

* Steady Aim • TCoE 62
As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

| 1 Bonus Action

* Roguish Archetype • PHB 96

| Thief

* Fast Hands • PHB 97
You can use the bonus action granted by your Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

| 1 Bonus Action

* Second-Story Work • PHB 97
Climbing no longer costs you extra movement, and when you make a running jump, the distance you cover increases by +5 feet.

* Ability Score Improvement • PHB 96

* Uncanny Dodge • PHB 96
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.

| 1 Reaction

* Evasion • PHB 96
When you are subjected to an effect that allows you to make a DEX saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

* Supreme Sneak • PHB 97
You have advantage on a Stealth check if you move no more than half your speed on the same turn.

* Reliable Talent • PHB 96
Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

| Special

* Use Magic Device • PHB 97
You ignore all class, race, and level requirements on the use of magic items.

* Blindsense • PHB 96
If you are able to hear, you are aware of the location of any hidden or invisible creature within 10 ft. of you.

* Slippery Mind • PHB 96
You gain proficiency in Wisdom saving throws.

=== MARK OF HEALING HALFLING RACIAL TRAITS ===

* Lucky • BR 28
When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

* Brave • BR 28
You have advantage on saving throws against being frightened.

* Halfling Nimbleness • BR 28
You can move through the space of any creature that is of a size larger than yours.

* Medical Intuition • ERftLW
When you make a Wisdom (Medicine) check or an ability check using an herbalism kit, you can roll a d4 and add the number rolled to the ability check.

* Healing Touch • ERftLW 43
You can cast the cure wounds spell with this trait. Starting at 3rd level, you can also cast lesser restoration with it. Once you cast either spell with this

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	2

WEIGHT CARRIED
89.04 lb.

ENCUMBERED
120 lb.

PUSH/DRAG/LIFT
240 lb.

NAME	QTY	WEIGHT
Studded Leather	1	13 lb.
Dagger, +1	1	1 lb.
Dagger, +1	1	1 lb.
Crossbow, Light, +2	1	5 lb.
Rapier, +2	1	2 lb.
Amulet of Health	1	--
Broom of Flying	1	3 lb.
Cloak of Elvenkind	1	--
Goggles of Night	1	--
Heward's Handy Haversack	1	5 lb.
Crossbow Bolts	40	3 lb.
Case, Crossbow Bolt	1	1 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Traveler's	1	4 lb.
Crowbar	1	5 lb.

NAME	QTY	WEIGHT
Forgery Kit	1	5 lb.
Lantern, Hooded	1	2 lb.
Mess Kit	1	1 lb.
Oil (flask)	5	5 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Thieves' Tools	1	1 lb.
Tinderbox	1	1 lb.
Waterskin	1	5 lb.
Dice Set	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Amulet of Health	1	--
Cloak of Elvenkind	1	--

EQUIPMENT

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trait, you can’t cast that spell with it again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

* Spells of the Mark • ERftLW 43
If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Healing Spells table are added to the spell list of your spellcasting class.

=== FEATS ===

* Alert • PHB 165
You gain a +5 bonus to initiative, you can't be surprised while you are conscious, and other creatures don’t gain advantage on attack rolls against you as a result of being unseen by you.

* Mobile • PHB 168
Your speed increases by 10 feet. When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn. When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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D&D BEYOND

Gwiston d'Jorasco

CHARACTER NAME

Gender Fluid	48	Small	3' 3"	43
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	The Traveler	Tan	Brown	Brown
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I always have a plan for what to do when things go wrong.
The first thing I do in a new place is note the locations of everything

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I

IDEALS

I will become the greatest thief that ever lived.

BONDS

When I see something valuable, I can't think about anything but how to steal it.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 1st LEVEL ===								
O	Cure Wounds	Healing Touch	--	1A	Touch	V,S	Instantaneous	PHB 230	1/LR, V/S
	=== 2nd LEVEL ===								
O	Lesser Restoration	Healing Touch	--	1A	Touch	V,S	Instantaneous	PHB 255	1/LR, V/S

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