D&D BEYOND

# Garret d'Ghallanda

CHARACTER NAME

Rogue 1
CLASS & LEVEL

PLAYER NAME

Mark of Hospitality Halfling
RACE

Faction Agent
BACKGROUND

EXPERIENCE POINTS

| | |
|---|---|
| STRENGTH | -1 (8) |
| DEXTERITY | +3 (16) |
| CONSTITUTION | +2 (14) |
| INTELLIGENCE | +0 (10) |
| WISDOM | +0 (10) |
| CHARISMA | +3 (16) |

| | | |
|---|---|---|
| ○ | -1 | Strength |
| ⊙ | +5 | Dexterity |
| ○ | +2 | Constitution |
| ⊙ | +2 | Intelligence |
| ○ | +0 | Wisdom |
| ○ | +3 | Charisma |

Saving Throw Modifiers

Advantage against being frightened

SAVING THROWS

| | | | |
|---|---|---|---|
| ○ | +3 | Acrobatics | DEX |
| ○ | +0 | Animal Handling | WIS |
| ○ | +0 | Arcana | INT |
| ○ | -1 | Athletics | STR |
| Ⓟ | +5 | Deception | CHA |
| ○ | +0 | History | INT |
| Ⓟ | +2 | Insight | WIS |
| ○ | +3 | Intimidation | CHA |
| ○ | +0 | Investigation | INT |
| ○ | +0 | Medicine | WIS |
| ○ | +0 | Nature | INT |
| Ⓔ | +4 | Perception | WIS |
| ○ | +3 | Performance | CHA |
| Ⓔ | +7 | Persuasion | CHA |
| ○ | +0 | Religion | INT |
| Ⓟ | +5 | Sleight of Hand | DEX |
| Ⓟ | +5 | Stealth | DEX |
| ○ | +0 | Survival | WIS |
| ○ | | | |
| ○ | | | |
| ○ | | | |

SKILLS

+3
INITIATIVE

ARMOR
15
CLASS

DEFENSES

INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)
SPEED

| Max HP | Current HP | Temp HP |
|---|---|---|
| 10 | | -- |

HIT POINTS

Total 1d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor

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

=== TOOLS ===
Thieves' Tools

=== LANGUAGES ===
Common, Dwarvish, Elvish, 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

=== SPECIAL ===
Sneak Attack
Once per turn, you can deal an extra 1d6 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.

ACTIONS

| | |
|---|---|
| 14 | PASSIVE WISDOM (PERCEPTION) |
| 12 | PASSIVE WISDOM (INSIGHT) |
| 10 | PASSIVE INTELLIGENCE (INVESTIGATION) |

SENSES

| NAME | HIT | DAMAGE/TYPE | NOTES |
|---|---|---|---|
| Crossbow, Light | +5 | 1d8+3 Piercing | Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320) |
| Dagger | +5 | 1d4+3 Piercing | Simple, Finesse, Light, Thrown, Range (20/60) |
| Dagger | +5 | 1d4+3 Piercing | Simple, Finesse, Light, Thrown, Range (20/60) |
| Rapier | +5 | 1d8+3 Piercing | Martial, Finesse |
| Unarmed Strike | +1 | 0 Bludgeoning | |
| | | | |

WEAPON ATTACKS & CANTRIPS

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| CHARACTER NAME | CLASS & LEVEL | PLAYER NAME |
|---|---|---|
| Garret d'Ghallanda | Rogue 1 [Mastermind] | |

| RACE | BACKGROUND | EXPERIENCE POINTS |
|---|---|---|
| Mark of Hospitality Halfling | Faction Agent | |

=== ROGUE FEATURES ===

* Hit Points • PHB 95

* Proficiencies • PHB 95

* Expertise • PHB 96
Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies. [6th] Choose two additional proficiencies.

* Sneak Attack • PHB 96
Once per turn, you can deal an extra 1d6 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.

=== MARK OF HOSPITALITY 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.

* Ever Hospitable • ERftLW 44
When you make a Charisma (Persuasion) check or an ability check involving brewer's supplies or cook's utensils, you can roll a d4 and add the number rolled to the ability check.

* Innkeeper's Magic • ERftLW
You know the prestidigitation cantrip. You can also cast the purify food and drink and unseen servant spells with this trait once per long rest.Charisma is your spellcasting ability for these spells.

* Spells of the Mark • ERftLW 44
If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Hospitality Spells table are added to the spell list of your spellcasting class.

**FEATURES & TRAITS**

| | |
|---|---|
| CP | 0 |
| SP | 0 |
| EP | 0 |
| GP | 5 |
| PP | 0 |

| | |
|---|---|
| WEIGHT CARRIED | 92.6 lb. |
| ENCUMBERED | 120 lb. |
| PUSH/DRAG/LIFT | 240 lb. |

| NAME | QTY | WEIGHT |
|---|---|---|
| Studded Leather | 1 | 13 lb. |
| Dagger | 1 | 1 lb. |
| Dagger | 1 | 1 lb. |
| Crossbow, Light | 1 | 5 lb. |
| Rapier | 1 | 2 lb. |
| Crossbow Bolts | 20 | 1.5 lb. |
| Backpack | 1 | 5 lb. |
| Bedroll | 1 | 7 lb. |
| Case, Crossbow Bolt | 1 | 1 lb. |
| Clothes, Traveler's | 1 | 4 lb. |
| Crowbar | 1 | 5 lb. |
| Flask or Tankard | 1 | 1 lb. |
| Lantern, Hooded | 1 | 2 lb. |
| Mess Kit | 1 | 1 lb. |
| Oil (flask) | 5 | 5 lb. |

| NAME | QTY | WEIGHT |
|---|---|---|
| Rations (1 day) | 10 | 20 lb. |
| Rope, Silk (50 feet) | 1 | 5 lb. |
| Soap | 1 | -- |
| Thieves' Tools | 1 | 1 lb. |
| Tinderbox | 1 | 1 lb. |
| Torch | 5 | 5 lb. |
| Waterskin | 1 | 5 lb. |
| Whetstone | 1 | 1 lb. |

| ATTUNED MAGIC ITEMS | QTY | WEIGHT |
|---|---|---|

**EQUIPMENT**

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D&D BEYOND

Garret d'Ghallanda

CHARACTER NAME

| | | | | |
|---|---|---|---|---|
| Male | 30 | Small | 3' 0" | 40 |
| GENDER | AGE | SIZE | HEIGHT | WEIGHT |
| Neutral | Olladra | Fair | Blue | Brown |
| ALIGNMENT | FAITH | SKIN | EYES | HAIR |

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I see omens in every event and action. The gods try to speak to us, we just need to listen.
I quote (or misquote) sacred texts

PERSONALITY TRAITS

Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her

IDEALS

I would die to recover an ancient relic of my faith that was lost long ago.

BONDS

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

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 |
|---|---|---|---|---|---|---|---|---|---|
| | === CANTRIPS === | (At Will) | | | | | | | |
| O | Prestidigitation | Innkeeper's Magic | -- | 1A | 10 ft. | V,S | 1 hour | PHB 267 | D: 1h, V/S |
| | === 1st LEVEL === | | | | | | | | |
| O | Purify Food and Drink | Innkeeper's Magic | -- | 1A | 10 ft./5 ft. Sphere | V,S | Instantaneous | PHB 270 | 1/LR, 5 ft. Sphere, V/S |
| O | Unseen Servant | Innkeeper's Magic | -- | 1A | 60 ft. | V,S,M | 1 hour | PHB 284 | 1/LR, D: 1h, V/S/M |



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