

Calimero Costa

CHARACTER NAME

Human

RACE

Mercenary Veteran

BACKGROUND

Chaotic Neutral

ALIGNMENT

EXPERIENCE POINTS

ROGUE

Swashbuckler

ROGUEISH ARCHETYPE

3

PROFICIENCY

PASSIVE
PERCEPTION

11

INSPIRATION

PASSIVE
INSIGHT

14

STRENGTH

0

11

- 0 SAVING THROWS
- 3 ATHLETICS

DEXTERITY

1

12

- 4 SAVING THROWS
- 1 ACROBATICS
- 1 SLEIGHT OF HAND
- 4 STEALTH

CONSTITUTION

2

15

- 2 SAVING THROWS

INTELLIGENCE

-1

9

- 2 SAVING THROWS
- 1 ARCANA
- 1 HISTORY
- 1 INVESTIGATION
- 1 NATURE
- 1 RELIGION

WISDOM

1

12

- 1 SAVING THROWS
- 1 ANIMAL HANDLING
- 4 INSIGHT
- 1 MEDICINE
- 1 PERCEPTION
- 1 SURVIVAL

CHARISMA

4

18

- 4 SAVING THROWS
- 10 DECEPTION
- 4 INTIMIDATION
- 7 PERFORMANCE
- 10 PERSUASION

AC

13

INITIATIVE

4

SPEED

30

45

Hit Point
Maximum

Temporary
Hit Points

HIT DICE

Used

Total

d8

6

DEATH SAVES

SUCCESSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

Vicious rapier

5

1d8 + 2

Hand crossbow

4

1d6 + 1

SNEAK ATTACK DAMAGE

3d6

ADDITIONAL COMBAT FEATURES

Feats: Lucky

You have inexplicable luck that seems to kick in at just the right moment.

You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You regain your expended luck points when you finish a long rest.

SNEAK ATTACK

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.

CUNNING ACTION

You can take a bonus action on each of your turns in combat. This can only be used to take the Dash, Disengage, or Hide action.

ROGUEISH ARCHETYPE FEATURE

Rakish Audacity

You gain an additional way to use your Sneak Attack; you don't need advantage on your attack roll to use Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

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.

EVASION

When you are subjected to an effect that allows you to make a Dexterity 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.

ROGUEISH ARCHETYPE FEATURE

RELIABLE TALENT

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.

ROGUEISH ARCHETYPE FEATURE

BLINDSENSE

If you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

ROGUEISH ARCHETYPE FEATURE

ELUSIVE

No attack roll has advantage against you while you aren't incapacitated.

STROKE OF LUCK

If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.

RACIAL TRAITS

PROFICIENCIES

- LIGHT ARMOUR
- SIMPLE WEAPONS
- MEDIUM ARMOUR
- MARTIAL WEAPONS
- HEAVY ARMOUR
- SHIELDS

LANGUAGES

Common

TOOLS & OTHER PROFICIENCIES

Vehicles
Thieves tools
Playing cards

Calimero Costa

CHARACTER NAME

44

AGE

1.65

HEIGHT

85kg

WEIGHT

DISTINGUISHING MARKS

Brown

EYES

White and smooth

SKIN

Black

HAIR

SCARS

PERSONALITY TRAITS

Gimmick: extra vagant

Conflict: many debts in many forms

Want: money, woman, and alchohol

IDEALS

Tymora, goddess of luck (fortune favors the bold)

BONDS

Vicious V
Red Plums

FLAWS

BACKGROUND

- > Outskirts of Zhentil Keep (Moonsea lands - North Faerun)
- > Growing up peacefully, before being sold off to the Red Plumes.
- > Hard upbringing at the Red Plums under general Jorgen Berginblade.
- > First Lord Maalthiir died trying to become a lich.
- > Jorgen starts a cadet branch called the Red Swords.
- > Jorgen Berginblade gets killed by Corvor Stonehill.
- > I take over the Red Swords after killing Corvor Stonehill.
- > Generals attempt to murder me.
- > I manage to escape by an unfortunate lucky event.
- > Find myself at Stormwreck Isle.
- > We defeated Sparkrender (blue dragon)
- > We leave to Never Winter
- > Send on quests by the Lords' Alliance (prison + poison)
- > Send on quests by the Watchers (infiltrate Lord's Alliance, something, Library, fetch support, defeat white dragon)

ALLIES

Murcatto, Sem, Ona
Robert Vito

Captain V - Dragonborn
Kuteshi - Thieveling
Melgur - Thieveling
Erдан - Wood Elf

ENEMIES

Zhentarim
Whererats

CHARACTER APPEARANCE

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

- HEAD Goggles of Night Attuned ☐
- AMULET ☐
- CLOAK ☐
- ARMOUR Studded Leather (12 AC) ☐
- HANDS/ARMS ☐
- RING Ring of Evasion ☒
- RING ☐
- BELT ☐
- BOOTS Boots of Elvenkind ☒

CP

SP

EP

GP

PP

BACKPACK/STORAGE

- 1x Golden mug (250gp)
- 2x Golden handles (12gp)
- 4x Golden bindings (8gp)
- 1x Soul Gem
- 1x Mysterious Orb

MAGIC ITEMS

Name Ring of Evasion Attuned ☒
3 charges, regains 1d3 daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

Name Boots of Elvenkind Attuned ☒
While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on stealth (DEX) checks that rely on moving silently.

Name Goggles of Night Attuned ☐
While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

Name Mysterious Orb Attuned ☐
It talks to me.

Name ☐ Attuned