

Rogue 1

CLASS & LEVEL

Acolyte BACKGROUND

Jack T. PLAYER NAME

Lightfoot Halfling

Chaotic Neutral ALIGNMENT

EXPERIENCE POINTS



DEXTERITY

CONSTITUTION

12

INTELLIGENCE

WISDOM

15

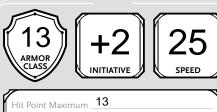
CHARISMA

INSPIRATION

PROFICIENCY BONUS

- -2 Strength +4 Dexterity +1 Constitution +1 Intelligence O +2 Wisdom O +0 Charisma
 - SAVING THROWS
- +2 Acrobatics (Dex) O +2 Animal Handling (Wis)
- O -1 Arcana (Int)
- O -2 Athletics (Str)
- O +0 Deception (Cha)
- O -1 History (Int)
- +4 Insight (Wis)
- +0 Intimidation (Cha)
- O _-1 Investigation (Int)
- O +2 Medicine (Wis)
- O _-1 Nature (Int)
- +2 Perception (Wis)
- O +0 Performance (Cha)
- O +0 Persuasion (Cha)
- +1 Religion (Int)
- <u>+2</u> Sleight of Hand (Dex)
- +2 Stealth (Dex)
- O +2 Survival (Wis)

SKILLS







I quote (or misquote) sacred texts and proverbs in almost every situation.

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PERSONALITY TRAITS

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

IDFALS

Everything I do is for the common people.

In order to feel closer to my god I have an intense urge to rob and thief from everyone.

DAMAGE/TYPE Rapier +4 1d8+2/p Dagger +4 1d4 + 2/pShortbow +4 1d6+2/p

Armor: Leather Armor Shield: None

(See Features Page)

- --Brave
- --Expertise
- --Halfling Nimbleness
- --Lucky
- --Naturally Stealthy
- --Shelter of the Faithful
- --Sneak Attack (1d6)

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Thieves' tools, light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thieves' tools.

Languages:

OTHER PROFICIENCIES & LANGUAGES

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Rapier Short bow 20 Arrows Burglar's Pack Leather Armor Two daggers Thieves' Tools Velvet Mask Stained Red A prayer book 5 sticks of incense Vestments Common clothes Belt Pouch

ATTACKS & SPELLCASTING

EOUIPMENT

FEATURES & TRAITS

Common, Halfling, Goblin, Dwarvish

Features and Magic Items

Yancen Leatop

Subclasses

Subclass: Thief

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

Source: Race (Halfling)

You have advantage on saving throws against being frightened.

Expertise

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

Halfling Nimbleness

Source: Race (Halfling)

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

Lucky

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.

Naturally Stealthy

Source: Race (Lightfoot Halfling)

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Shelter of the Faithful

Source: Background (Acolyte)

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Sneak Attack (1d6)

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.

Magic Items