

## Yancen Leatop

CHARACTER NAME

Rogue 1

CLASS & LEVEL

Lightfoot Halfling

RACE

Acolyte

BACKGROUND

Chaotic Neutral 0

ALIGNMENT

Jack T.

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-2

7

DEXTERITY

+2

14

CONSTITUTION

+1

12

INTELLIGENCE

-1

8

WISDOM

+2

15

CHARISMA

+0

10

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -2 Strength
- ☒ +4 Dexterity
- ☐ +1 Constitution
- ☒ +1 Intelligence
- ☐ +2 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☒ +2 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☐ -2 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☐ -1 History (Int)
- ☒ +4 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☒ +2 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☒ +1 Religion (Int)
- ☒ +2 Sleight of Hand (Dex)
- ☒ +2 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

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

PERSONALITY TRAITS

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

IDEALS

Everything I do is for the common people.

BONDS

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

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+4

1d8+2/p

Dagger

+4

1d4+2/p

Shortbow

+4

1d6+2/p

Armor: Leather Armor

Shield: None

ATTACKS & SPELLCASTING

(See Features Page)

--Brave

--Expertise

--Halfling Nimbleness

--Lucky

--Naturally Stealthy

--Shelter of the Faithful

--Sneak Attack (1d6)

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12

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

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

Languages:

Common, Halfling, Goblin, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

15

PP

0

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

EQUIPMENT

FEATURES & TRAITS

# 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