

Malark

CHARACTER NAME

Rogue 1

CLASS & LEVEL

Lightfoot Halfling

RACE

Criminal

BACKGROUND

Chaotic Good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+0

11

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

-1

9

WISDOM

+1

13

CHARISMA

+2

15

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☒ +5 Dexterity
- ☐ +2 Constitution
- ☒ +1 Intelligence
- ☐ +1 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ -1 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ +1 Perception (Wis)
- ☒ +4 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☒ +5 Sleight of Hand (Dex)
- ☒ +7 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

25

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I would rather make new friend than new enemy.

PERSONALITY TRAITS

Freedom. "Chains are meant to be broken, as those who would forge them."

IDEALS

My ill-gotten gains go to support my family.

BONDS

An innocent person is in prison for a crime that I committed. I'm okay with that.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+5

1d6+3/p

Dagger

+5

1d4+3/p

Shortbow

+5

1d6+3/p

Armor: Leather Armor
Shield: None

Shortsword: (Action, one-handed melee weapon)
Shortsword has "finesse" attribute so dexterity modifier is used for attack and damage rolls. Hit: 1d20 + 5 (Proficiency bonus + Dexterity modifier = 2 + 3 = 5)
Damage: 1d6 + 3 (Dexterity modifier = 3)
Shortsword: (Bonus action, one-handed melee weapon)
Shortsword has "finesse" attribute so dexterity modifier is used for attack and damage rolls. Shortsword has "light" attribute so it can be used as bonus action. Hit: 1d20 + 5 (Proficiency bonus + Dexterity modifier = 2 + 3 = 5) D
Damage: 1d6 (Dexterity modifier not added for bonus action)

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Dice set, Thieves' Tools, light armor, simple weapons, hand crossbows, longswords, rapiers, shortwords, thieves' tools.

Languages:

Halfling, Thieves' Cant, Common

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

30

EP

0

GP

12

PP

0

Leather armor, 2x Shortsword2x DaggerThieves' toolsDungeoneer's packCrowbarSet of dark common clothes including a hoodPouch with coins

EQUIPMENT

(See Features Page)

--Brave
--Criminal Contact
--Expertise
--Halfling Nimbleness
--Lucky
--Naturally Stealthy
--Sneak Attack (1d6)

Malark is born and raised in city of Baldur's Gate. He established connections to local criminals at young age. He has travelled lot and made living by smuggling narcotics between harbour towns.

FEATURES & TRAITS

Features and Magic Items

Malark

Subclasses

Features

Brave

Source: Race (Halfling)

You have advantage on saving throws against being frightened.

Criminal Contact

Source: Background (Criminal)

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

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.

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