

Dante

CHARACTER NAME

Rogue 3
CLASS & LEVEL

williamstome
PLAYER NAME

Variant Human
RACE

City Watch / Investigator (Milestone)
BACKGROUND

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+2

15

WISDOM

+1

13

CHARISMA

+0

10

- ☐ -1 Strength
- ☒ +5 Dexterity
- ☐ +1 Constitution
- ☒ +4 Intelligence
- ☐ +1 Wisdom
- ☐ +0 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☐ +3 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☐ +2 Arcana INT
- ☒ +1 Athletics STR
- ☒ +2 Deception CHA
- ☐ +2 History INT
- ☒ +3 Insight WIS
- ☒ +2 Intimidation CHA
- ☒ +6 Investigation INT
- ☐ +1 Medicine WIS
- ☐ +2 Nature INT
- ☒ +3 Perception WIS
- ☐ +0 Performance CHA
- ☒ +2 Persuasion CHA
- ☐ +2 Religion INT
- ☐ +3 Sleight of Hand DEX
- ☐ +3 Stealth DEX
- ☐ +1 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+3

INITIATIVE

ARMOR

14

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

21

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HIT POINTS

Total

3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===
Light Armor

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

=== TOOLS ===
Thieves' Tools

=== LANGUAGES ===
Abyssal, Celestial, Common, Infernal, 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

=== BONUS ACTIONS ===

Cunning Action

You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

Eye for Detail

You can use a bonus action to make a Perception check to spot a hidden creature or object or to make an Investigation check to uncover or decipher clues.

Insightful Fighting

As a bonus action, you can make an Insight check against a creature you can see that isn't incapacitated, contested by the target's Deception check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it for 1 minute or until you use this feature against a different target.

=== SPECIAL ===

Sneak Attack

Once per turn, you can deal an extra 2d6 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

ACTIONS

13

PASSIVE WISDOM (PERCEPTION)

13

PASSIVE WISDOM (INSIGHT)

16

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+5

1d4+3 Piercing

Simple, Finesse, Light, Thrown, Range (20/60)

Shortsword

+5

1d6+3 Piercing

Martial, Finesse, Light

Unarmed Strike

+1

0 Bludgeoning

WEAPON ATTACKS & CANTRIPS



Dante

CHARACTER NAME

Male	28	Medium	5'10	
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	None	Deep brown.	Black	None
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

=== Allies ===

Gary (Minotaur), a former Boros Colleague and favorite drinking buddy. His home is always open to me and my friends.

Kyrie (Aasimar), a former love and Boros colleague. It's ... complicated. She is crazy, and a true believer. Things did... not end great, but she's still an ally, and thinks I'll eventually come around.

Aeranor (Elf), a fellow orphan in our Orzhovian orphanage. Aeranor broke out of the orphanage when I was seven, and he was fourteen, and never came back, for reasons I didn't understand. Before he left, he promised he would be back for me when I needed him.

=== Organizations ===

I'm a former Wojek of the Boros Legion

ALLIES & ORGANIZATIONS

I can stare down a hell hound without flinching. I'm haunted by memories of war. I can't get the images of violence out

PERSONALITY TRAITS

Nation. My city, nation, or people are all that matter. (Any)

IDEALS

I fight for those who cannot fight for themselves.

BONDS

I'd rather eat my armor than admit when I'm wrong.

FLAWS

Angels and Devils fight over my city. I make it my job to identify and cease their meddling.

Born and raised in Precinct Six, an orphan with no official siblings but plenty of fellow orphans I came up with. I grew up in the Wayhome of Our Lady of Pecuniary Obligation.

Upset with the sad state of P6, I joined the Boros Legion to help patrol. My superior identified my keen mind and helped propel me up the ranks. I became a Wojek, helping track down missing Legion members (dead or alive) who had unfortunate encounters with the monsters stalking P6 at night.

That ended when a fellow Wojek (Fizgeeg) went missing, and I discovered evidence suggesting he'd been killed by an Angel. That is, I found an angel standing over his dying body in a P6 alleyway -- an angel who fled as I tried (unsuccessfully) to stop Fizgeeg's from bleeding out.

I brought the evidence to my superior, and the case was buried "for my protection". I asked permission to continue the investigation missing Wojek had been pursuing before his death (repeated instances of a woman wearing a cloaked Boros cloak being seen on the streets outside the Gore House, and fleeing upon seeing Boros patrols).

In response, I quit the legion while investigating those sightings myself, while taking on odd Private Eye gigs to pay the bills. I do so from my office in Benzer's Bridge, which has an side room in which I sleep.

Prophecy: I will bring a fallen Angel to justice, but to do so I will have to welcome into myself a great darkness.

CHARACTER BACKSTORY

Favorite food:

Sôstramoos Zhurkleiben: A cornbread made with powdered Golgari-grown Zhurkhwood mushroom flour and polenta, topped with a stripe of blackcurrant and raisin jam.

There's a small bakery on the first floor of my building, run by a Loxodon named Heruj.

ADDITIONAL NOTES