









=== 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						



Rogue 3 williamstome
CLASS & LEVEL PLAYER NAME

Variant Human City Watch / Investigator (Milestone)

BACKGROUND EXPERIENCE POINTS

=== ROGUE FEATURES ===

- * Hit Points PHB 95
- * Proficiencies PHB 95
- * Expertise PHB 96

Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies. [6th] Choose two additional proficiencies.

* Sneak Attack • PHB 96

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 another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

| Special

* Thieves' Cant • PHB 96

You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

* Cunning Action • PHB 96

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

- | 1 Bonus Action
- * Roguish Archetype PHB 96

| Inquisitive

* Ear for Deceit • XGtE 45 Whenever you make an Insight check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.

* Eye for Detail • XGtE 46

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.

| 1 Bonus Action

* Insightful Fighting • XGtE 46

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.

| 1 Bonus Action

=== VARIANT HUMAN RACIAL TRAITS ===

* Languages • BR 31

You can speak, read, and write Common and one extra language.

* Ability Score Increase • BR 31

Two different ability scores of your choice increase by

* Skills • BR 31

You gain proficiency in one skill of your choice.

* Feat • BR 31

You gain one feat of your choice.

=== FEATS ===

* Martial Adept • PHB 168

You learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC is 13. You gain one superiority die per short rest, which is a d6, that is used to fuel your maneuvers.

| Disarming Attack • PHB 168

When you hit with a weapon attack, you can expend one superiority die to add it to the damage and to disarm the target if it fails a STR saving throw (DC 13).

| Trip Attack • PHB 168

When you hit with a weapon attack, you can expend one superiority die to add the total to the damage roll, and if the target is Large or smaller, it must make a STR saving throw (DC 13). On failure, you knock the target prone.

| 1 / Short Rest

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	0	Leather	1	10 lb.	Piton	10	2.5 lb.
		Dagger	1	1 lb.	Oil (flask)	2	2 lb.
Ş₽ ({	0	Shortsword	1	2 lb.	Rations (1 day)	5	10 lb.
		Shortbow	1	2 lb.	Tinderbox	1	1 lb.
<u> </u>	0	Dagger	1	1 lb.	Waterskin	1	5 lb.
چرلل		Arrows	20	1 lb.	Rope, Hempen (50 feet)	1	10 lb.
GP (10	Backpack	1	5 lb.	Thieves' Tools	1	1 lb.
حرال		Ball Bearings (bag of 1,000)	1,000	2 lb.	Horn	1	2 lb.
PP (\$\)	0	Bell	1				
	WEIGHT CARRIED	Candle	5				
	73.7 lb.	Crowbar	1	5 lb.			
	ENCUMBERED	Hammer	1	3 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	120 lb.	Lantern, Hooded	1	2 lb.			
	PUSH/DRAG/LIFT	Manacles	1	6 lb.			
	240 lb.	String	10				
EQUIPMENT							



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

=== Allies ===

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

Kyrie (Aasimar), a former love and Boros colleageue. 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.

CHARACTER APPEARANCE

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:

Söstramoos 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