



Boblin

Rogue

MasterMind

	Str	Dex	Cos	Int	Wis	Cha
NG	8	18	13	8	10	20
		•				•

HP 58

AC 15

"Boblin is a rum gremlin, alienated from normal Gremlin society for trying to explain a philosophy about the greater good."

Features **Kenku Mimica** Puoi riprodurre i suoni che hai sentito, incluse le voci. **Contraffazione Esperta** Puoi duplicare manufatti e scritte di altre creature. Disponi di vantaggio **Bard Bardic Inspiration**(d8) **Jack of all trades** Half Proficiency to Ability Check **Song of Rest** 1d6 to Short Rest **Font of inspiration** BI regained with Short Rest **Countercharm** As an action start to sing. All allies in 30f have adv on being charmed or frightened. **College of Lore Cutting Words** When a creatures make an attack roll 60f from you you can use a BI and sub from the attack. **Additional Magic Secrets Rouge Cunning Action Sneak Attack** (1d6)

P +4

A +8

S +9

Large extbfSkills

- Athletics •
- Acrobatics Deception •
- Investigation
- Perception •
- Performance •
- Stealth •

Sailor Background

- A belaying pin(club)
- 50 feet of silk rope
- A gemstone (coal for others)

Tools

Navigator's tools
vehicle(water)

Spells

textcolorOCRACantrips

Mending

Message

Vicious Mockery

textcolorOCRA1th Level (4)

Bane

Charm Person

Detect Magic

Protection from Evil and Good

2nd Level (3)

Invisibility

Shatter

Enthrall

Gift of Gab

textcolorOCRA3rd Level (3)

Fly

Haste

Fireball

Hypnotic Pattern Stinking Cloud Wind Wall textcolorO-
CRA4th Level (2) Stone Shape Wall of Fire Hallucinatory Ter-
rain Animate Objects

%CONTINUE OF EQUIPMENT

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