

Rogue2

CHARACTER NAME

Rogue 10

CLASS & LEVEL

Deep Gnome

RACE

Outlander

BACKGROUND

Chaotic good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+2

15

CONSTITUTION

+1

13

INTELLIGENCE

+2

14

WISDOM

+0

10

CHARISMA

-1

8

0

INSPIRATION

+4

PROFICIENCY BONUS

- SAVING THROWS
- ☐ +2 Strength
 - ☒ +6 Dexterity
 - ☐ +1 Constitution
 - ☒ +6 Intelligence
 - ☐ +0 Wisdom
 - ☐ -1 Charisma

- SKILLS
- ☐ +2 Acrobatics (Dex)
 - ☐ +0 Animal Handling (Wis)
 - ☐ +2 Arcana (Int)
 - ☒ +10 Athletics (Str)
 - ☒ +3 Deception (Cha)
 - ☐ +2 History (Int)
 - ☒ +8 Insight (Wis)
 - ☒ +3 Intimidation (Cha)
 - ☒ +10 Investigation (Int)
 - ☐ +0 Medicine (Wis)
 - ☐ +2 Nature (Int)
 - ☐ +0 Perception (Wis)
 - ☐ -1 Performance (Cha)
 - ☐ -1 Persuasion (Cha)
 - ☐ +2 Religion (Int)
 - ☐ +2 Sleight of Hand (Dex)
 - ☐ +2 Stealth (Dex)
 - ☒ +8 Survival (Wis)

12

ARMOR CLASS

+1

INITIATIVE

25

SPEED

Hit Point Maximum 55

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 10d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+6

1d6+2/p

Dart

+6

1d4+2/p

Armor: None

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, simple weapons, hand crossbows, longswords, rapiers, shortwords, thieves' tools.

Languages:

[choose one], Common, Gnomish, Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP 0
SP 0
EP 0
GP 0
PP 0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Cunning Action
--Darkvision (120')
--Evasion
--Expertise
--Fancy Footwork
--Gnome Cunning
--Panache
--Rakish Audacity
--Sneak Attack (5d6)
--Stone Camouflage
--Uncanny Dodge
--Wanderer

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS

Features and Magic Items

Rogue2

Subclasses

Subclass: Swashbuckler

You focus your training on the art of the blade, relying on speed, elegance, and charm in equal parts. While some warriors are brutes clad in heavy armor, your method of fighting looks almost like a performance. Du- elists and pirates typically belong to this archetype. A Swashbuckler excels in single combat, and can fight with two weapons while safely darting away from an opponent

Features

Cunning Action

Source: Rogue

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Darkvision (120')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Evasion

Source: Class (many)

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

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

Fancy Footwork

Source: Rogue (Swashbuckler)

When you choose this archetype at 3rd level, you learn how to land a strike and then slip away without reprisal. During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn

Gnome Cunning

Source: Race (Gnome)

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Panache

Source: Rogue (Swashbuckler)

At 9th level, your charm becomes extraordinarily beguiling. As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language. If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you.

This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart. If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it

Rakish Audacity

Source: Rogue (Swashbuckler)

Starting at 3rd level, your confidence propels you into battle. You can give yourself a bonus to your initiative rolls

equal to your Charisma modifier. You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

Sneak Attack (5d6)

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.

Stone Camouflage

Source: Race (Deep Gnome)

You have advantage on Dexterity (stealth) checks to hide in rocky terrain.

Uncanny Dodge

Source: Class (many)

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Wanderer

Source: Background (Outlander)

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Magic Items