

SWASHBUCKLER

(CHARACTER NAME)

CLASS: ROGUE

PLAYSTYLE: SNEAK

RACE: _____

DIFFICULTY: EASY

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2) Undercommon
- 3) Thieves' Cant
- 4)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+0
STRENGTH

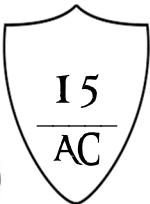
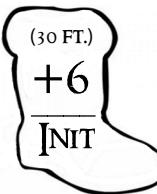
+5
DEXTERITY

+2
CONSTITUTION

+1
INTELLIGENCE

-1
WISDOM

+4
CHARISMA



SPECIAL

Sneak Attack. Once per turn, on a hit, you can deal an extra $2d6$ damage if:
1) you have advantage on the attack,
2) an enemy of the target is within 5 ft. of it, or
3) only you and target are within melee range.

REACTIONS

Opportunity Attack. ∞
When an enemy exits your melee range, attack it with your *cutlass*.

ITEMS

EQUIPMENT:

Main Hand. Cutlass.

Off-Hand. Flintlock.

Armor. Studded Leather.

TOOLS/KITS:

Navigator's Tools. A sextant, a compass, calipers, a ruler, parchment, ink, and a quill for navigation.

Hit Dice.

During short rest (1 hr.), heal yourself for $1d8+2$.

BACKPACK:

Burglar's Pack.

- bag of 1,000 ball bearings
- tinderbox, hooded lantern, oil flask (2)
- bell, string (10 ft.)
- crowbar
- hammer, pitons (10)
- waterskin, rations (5)
- hempen rope (50 ft.)

ATTACKS (+5)

Cutlass. ∞

Melee, 1d8+3 slashing. On a hit or a miss, target cannot make opportunity attacks against you this turn.

Flintlock. ∞

Ranged (30/120 ft.), 1d6+3 piercing. No disadvantage if used in melee range. You may use this as a bonus action if you use *cutlass* this turn.

BONUS ACTIONS

ABILITIES (DC --)

Dash. ∞

You have double your movement speed this turn.

Disengage. ∞

Avoid all opportunity attacks this turn.

Hide. ∞

Attempt to hide (DEX check), gaining advantage on your next attack if successful. [WIS save: not hidden].

FEATURES

Cunning Action. You may use any of your abilities as a bonus action.