

## The Duelist

CHARACTER NAME

Swashbuckler Rogue 5

CLASS & LEVEL

Guild Artisan

BACKGROUND

PLAYER NAME

Warforged

RACE

Lawful Neutral

ALIGNMENT

13256

EXPERIENCE POINTS

STRENGTH

2

15

DEXTERITY

3

16

CONSTITUTION

2

15

INTELLIGENCE

1

13

WISDOM

-1

8

CHARISMA

2

15

INSPIRATION

3

PROFICIENCY BONUS

- ☐ 2 Strength
- ☒ 6 Dexterity
- ☐ 2 Constitution
- ☒ 4 Intelligence
- ☐ -1 Wisdom
- ☐ 2 Charisma

SAVING THROWS

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

SKILLS

15

ARMOR CLASS

5.16

INITIATIVE

30

SPEED

Hit Point Maximum 30

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

+1 Rapier "M...

+6

1d8+3 Piercing

Shortbow

+6

1d6+3 Piercing

Dagger

+6

1d4+3 Piercing

ATTACKS & SPELLCASTING

400

CP

321

SP

12

EP

12

GP

PP

1 Smith's Tools

1 Guild letter of introduction

1 Traveler's Clothes

1 Thieves' Tools

1 +1 Rapier "Ménage à trois"

1 Shortbow

1 Quiver

EQUIPMENT

All or nothing emotional state. Sellsword through and through.

PERSONALITY TRAITS

Whatever he's paid to hold beliefs to

IDEALS

BONDS

left arm destroyed fucking wow. its back cosmetic scar across face Minor cosmetic scar across chest removed with powerful healing

FLAWS

Constructed Resilience

Sentry's Rest

Integrated Protection

Specialized Design

Languages

Durable

Thieves' Cant

Sneak Attack

Cunning Action

Roguish Archetype

Steady Aim

Fancy Footwork

Ability Score Improvement

Rakish Audacity

Defensive Duelist

Uncanny Dodge

FEATURES & TRAITS

TOOL: Smith's Tools, Thieves' Tools, Tinker's Tools

LANGUAGE: Common, Dwarvish, Gnomish, Thieves' Cant

ARMOR: Light, Light Armor

WEAPON: Simple, Hand Crossbows, Longswords, Rapiers, Shortwords

OTHER PROFICIENCIES & LANGUAGES

12

PASSIVE WISDOM (PERCEPTION)

[illegible]

Total: _____  11 ARROWS	Total: _____ 20  11 ARROWS
Total: _____  11 ARROWS	Total: _____
Total: _____	Total: _____
Total: _____	Total: _____



# FEATURES & TRAITS

## Constructed Resilience

You were created to have remarkable fortitude, represented by the following benefits: -You have advantage on saving throws against being poisoned, and you have resistance to poison damage. -You don't need to eat, drink, or breathe. -You are immune to disease. -You don't need to sleep, and magic can't put you to sleep.

## Sentry's Rest

When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

## Integrated Protection

Your body has built-in defensive layers, which can be enhanced with armor. -You gain a +1 bonus to Armor Class. -You can don only armor with which you have proficiency. To don armor, you must incorporate it into your body over the course of 1 hour, during which you must remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way. -While you live, your armor can't be removed from your body against your will.

## Specialized Design

You gain one skill proficiency and one tool proficiency of your choice.

## Languages

You can speak, read, and write Common and one other language of your choice.

## Durable

Hardy and resilient, you gain the following benefits: Increase your Constitution score by 1, to a maximum of 20. When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).

## Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

## Sneak Attack

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.

## Cunning Action

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.

## Roguish Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities, such as Thief. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

## Steady Aim

As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

## Fancy Footwork

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.

## Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## Rakish Audacity

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.

## Defensive Duelist

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

## Uncanny Dodge

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attacker's damage against you.

# SPELLS