

Turk Two Coins, Ruthless Knave

CHARACTER NAME

Rogue (Thief)

CLASS & LEVEL

Orc

RACE

Criminal

BACKGROUND

Chaotic Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+2

PROFICIENCY BONUS

INSPIRATION

16

+3

STRENGTH

- ◇ +3 SAVING THROWS
- +7 ATHLETICS

16

+3

DEXTERITY

- ◇ +5 SAVING THROWS
- +3 ACROBATICS
- +5 SLEIGHT OF HAND
- +7 STEALTH

14

+2

CONSTITUTION

- ◇ +2 SAVING THROWS

10

+0

INTELLIGENCE

- ◇ +2 SAVING THROWS
- +0 ARCANA
- +0 HISTORY
- +0 INVESTIGATION
- +0 NATURE
- +0 RELIGION

8

-1

WISDOM

- ◇ -1 SAVING THROWS
- -1 ANIMAL HANDLING
- -1 INSIGHT
- -1 MEDICINE
- +1 PERCEPTION
- -1 SURVIVAL

12

+1

CHARISMA

- ◇ +1 SAVING THROWS
- +3 DECEPTION
- +3 INTIMIDATION
- +3 PERFORMANCE
- +1 PERSUASION

11

PASSIVE WISDOM (PERCEPTION)

14

ARMOR CLASS

+3

INITIATIVE

30 ft.

SPEED

HIT POINT MAXIMUM 31

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d8

1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Old World rapier

+5

1d8 + 3 piercing

Hand crossbow

+5

1d6 + 3 piercing

Unarmed

+3

1 + 3 bludgeoning

ATTACKS & SPELLCASTING

Orc Features:

Darkvision 60 ft.

Relentless Endurance (when reduced to 0 hit points and not killed, remain at 1 hit point; regain on long rest)

Savage Attacks (roll an extra damage die on critical hits with melee attacks)

Criminal Features:

Criminal Contact: Fence (PH page 129)

Rogue Features (PH page 95):

Expertise (already calculated)

Sneak Attack (if you have advantage on an attack, deal 2d6 damage with finesse or ranged weapons)

Cunning Action (use Dash, Disengage, or Hide as a bonus action)

Thief Features (PH page 97):

Fast Hands (use Cunning Action to make Dexterity (Sleight of Hand) checks, disarm traps, open locks, or take Use an Object action)

Second-Story Work (climbing doesn't cost extra movement, +3 feet to running jumps)

FEATURES & TRAITS

Languages: Common, Orc, Thieves' Cant

Tools: Dice (gaming set), thieves' tools

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

OTHER PROFICIENCIES & LANGUAGES

Old World filigree rapier, hand crossbow, 20 bolts, leather armor, leather cup with 6 knuckle bone dice (gaming set), backpack, bag of 1,000 ball bearings, crowbar, 10 feet of string, bell, 5 candles, 10 pitons, hooded lantern, 2 flasks of oil, tinderbox, waterskin, 50 feet of hempen rope

Turk loves the life of a pirate, and particularly relishes his role as one of the Fathom Fleet's lead boarders, assigned to suppress resistance on captured vessels by intimidation or force. He lives for plunder, and since his job is so risky, he often gets a prime share of the booty. However, his last mission attacking a Legion of Dusk galleon went terribly wrong, and he was thrown from his ship the Relentless by a malfunctioning firecannon explosion. He and the first mate washed ashore near Conqueror's Foothold, where he was immediately recognized by soldiers he had once encountered on a previous raid. The two of them were thrown in prison awaiting execution until Alante showed up to free them to help her navigate through the interior to find an artifact. Turk knows that there's got to be much more treasure than just some chalice, and he's determined to claim a large enough share so he can live out the rest of his life in debauchery.

EQUIPMENT & CHARACTER NOTES