

Rogue 11

CLASS & LEVEL

Stout Halfling

RACE

Charlatan

BACKGROUND

CB

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+0

10

DEXTERITY

+5

20

CONSTITUTION

+1

12

INTELLIGENCE

+1

12

WISDOM

+1

12

CHARISMA

+2

14

INSPIRATION

+1

PROFICIENCY BONUS

- ☐ +0 Strength
- ☒ +9 Dexterity
- ☐ +1 Constitution
- ☒ +5 Intelligence
- ☐ +1 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☐ +5 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☒ +9 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +9 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +9 Sleight of Hand (Dex)
- ☒ +13 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

17

ARMOR CLASS

+10

INITIATIVE

25

SPEED

Hit Point Maximum 69

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 11 d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I fall in and out love easily, and am always pursuing someone.

Flattery is my preferred trick for getting what I want.

PERSONALITY TRAITS

Friendship.
Materials come and go. Bonds of friendship last forever. (Good)

IDEALS

I swindled and ruined a person who didn't deserve it. I seek to atone for my misdeeds but might never be able to forgive myself.

BONDS

I hate to admit it and will hate myself for it, but I'll run and preserve my own hide if the going gets tough.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

rapier +9 1d8+5 p

shortswo. +9 1d6+5 p

Lcrossbow +9 1d8+5 p

Sneak attack 6d6

Gloves of missile snaring.
when a ranged weapon attack hits you, you can use your reaction to reduce the damage of 1d10+Dex modifier provided that you have a free hand. If you reduce the damage to 0 you can catch the missile.

ATTACKS & SPELLCASTING

Expertise

-Gain double proficiency with Thieves' Tools, Stealth, Perception, and Investigation

Thieves' Cant

-A hidden code that is only understandable to others who know Thieves' Cant.

Cunning Action

-Can use a bonus action to Dash, Disengage, or Hide.

Talent: Alert

-+5 Initiative, you can't be surprised, other creatures don't get advantage on attacks when they are hiding from you

Uncanny Dodge

-When hit with an attack you can see, you can use your reaction to halve the damage taken.

Evasion

-When subjected to a DEX saving throw to take half damage, you take no damage on a success, and half damage on a fail.

Reliable Talent

-When you make a check with a proficient skill, treat any roll 9 or lower as a 10.

Roguish Archetype: Assassin

Bonus Proficiencies

-Gain Proficiency in the Poisoner's Kit and Disguise Kit.

Assassinate

-You have advantage against creatures that haven't take a turn in combat, and any hit on a surprised creature is a critical hit.

Infiltration Expertise

-You can spend 25 GP and 7 days to unflinchingly create a false identity. You can not create an identity that already exists.

Halfling Traits:

Lucky.
- When you roll a 1 on an attack roll, abilitycheck, or saving throw, you can reroll the die and must use the new roll.

Brave.

- You have advantage on saving throws against being frightened.

Halfling Nimbleness.

- You can move through the space of any creature that is of a size larger than yours.

Stout Resilience.

- You have advantage on saving throws against poison, and you have resistance against poison damage.

FEATURES & TRAITS

19 PASSIVE WISDOM (PERCEPTION)

Thieves Tools +13

Common, Halfling and Undercommon

Thieves' Tools, Disguise kit, Poisoner'skit and Forgery kit.
Light armor
Simple weapons, Hand crossbows, rapiers, shortswords and longswords.

OTHER PROFICIENCIES & LANGUAGES

CF

SP

EP

GF

PF

15

Slippers of spider climbing
Gloves of missile snaring
Studded Leather CA 12+Dex
Backpack
1000 x Ball Bearings
10 ft String
Bell
5 x Candles
Crowbar
Hammer
10 x Pitons
Hooded Lantern
2 x Flasks of Oil
5 x Rations
Disguise kit
Wheighted Dice
Belt Pouch
Thieves' Tools

EQUIPMENT