

Pilv

CHARACTER NAME

Scout Rogue 8, Fighter 1
CLASS & LEVEL

Gambler
BACKGROUND

PLAYER NAME

Air
RACE

Good
ALIGNMENT

48000
EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

3

16

CONSTITUTION

2

14

INTELLIGENCE

0

11

WISDOM

2

14

CHARISMA

1

12

INSPIRATION

4

PROFICIENCY BONUS

- 0 Strength
- 7 Dexterity
- 2 Constitution
- 4 Intelligence
- 2 Wisdom
- 1 Charisma

SAVING THROWS

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

SKILLS

20

PASSIVE WISDOM (PERCEPTION)

TOOL: Dice Set, Thieves tools
LANGUAGE: Halfling, Orc, Thieves' Cant
ARMOR: Light Armor, Medium Light
WEAPON: Hand Crossbow, Heavy Crossbow, Longbow, Longsword, Martial, Net, Rapier, Simple weapons, Whip

OTHER PROFICIENCIES & LANGUAGES

16

ARMOR CLASS

8

INITIATIVE

35

SPEED

Hit Point Maximum 66

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME ATK DAMAGE/TYPE

Shocking Grasp +6 2d8 Lightning

ATTACKS & SPELLCASTING

CP SP EP 15 GP PP

- 1 Thieves' Tools
- 1 Explorer's Pack
- 1 Dice Set
- 1 Fine Clothes
- 1 Eyes of the Eagle
- 1 Grappling hook
- 1 Crowbar

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Weapon Master

Never tell me the odds

Endless Breath

Lightning Resistance

Mingle With the Wind

Thieves' Cant

Sneak Attack

Skirmisher

Cunning Action

Uncanny dodge

Evasion

Alert

Blind Fighting

Second Wind

FEATURES & TRAITS

WISDOM	14	6
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

SPELLCASTING CLASS

0	CANTRIPS
---	----------

Shocking Grasp

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1	0	

○ Feather Fall

2	0	
---	---	--

○ Levitate

3	0	
---	---	--

4	0	
---	---	--

5	0	
---	---	--

6	0	
---	---	--

7	0	
---	---	--

8	0	
---	---	--

9	0	
---	---	--

FEATURES & TRAITS

Weapon Master

Heavy Crossbow Longbow Schimitar Whip

Never tell me the odds

Odds and probability are your bread and butter. During downtime activities that involve games of chance or figuring odds on the best plan, you can get a solid sense of which choice is likely the best one and which opportunities seem too good to be true, at the DM's determination.

Endless Breath

You can hold your breath indefinitely while you're not incapacitated.

Lightning Resistance

Mingle With the Wind

You know the Shocking Grasp cantrip. Starting at 3rd level, you can cast the Feather Fall spell with this trait, without requiring a material component. Starting at 5th level, you can also cast the Levitate spell with this trait, without requiring a material component. Once you cast Feather Fall or Levitate with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

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.

Skirmisher

Starting at 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

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.

Uncanny dodge

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.

Evasion

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.

Alert

You can't be surprised while you are conscious. You gain a +5 bonus to initiative. Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

Blind Fighting

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.

SPELLS

Shocking Grasp

Evocation cantrip

Casting Time: 1 action

Range: Touch

Target: A creature you try to touch

Components: V S

Duration: Instantaneous

Description:

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

Feather Fall

Transmutation 1

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Target: Up to five falling creatures within range

Components: V M

Duration: 1 minute

Description:

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Levitate

[kinesis] 2

Casting Time: 1 action

Range: 60 feet

Target:

Components:

Duration: Concentration up to 10 minutes

Description:

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. You can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the target's range. When the effect ends, the target floats gently to the ground if it is still aloft.