

## Rogue1

CHARACTER NAME

Rogue 20

CLASS & LEVEL

Aarakocra

RACE

Inheritor

BACKGROUND

Chaotic evil

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+3

17

CONSTITUTION

+1

13

INTELLIGENCE

+2

14

WISDOM

+1

13

CHARISMA

-1

8

0

INSPIRATION

+6

PROFICIENCY BONUS

- SAVING THROWS
- ☐ +0 Strength
  - ☒ +9 Dexterity
  - ☐ +1 Constitution
  - ☒ +8 Intelligence
  - ☒ +7 Wisdom
  - ☐ -1 Charisma

- SKILLS
- ☒ +15 Acrobatics (Dex)
  - ☐ +1 Animal Handling (Wis)
  - ☐ +2 Arcana (Int)
  - ☒ +12 Athletics (Str)
  - ☒ +11 Deception (Cha)
  - ☐ +2 History (Int)
  - ☒ +13 Insight (Wis)
  - ☒ +5 Intimidation (Cha)
  - ☐ +2 Investigation (Int)
  - ☐ +1 Medicine (Wis)
  - ☐ +2 Nature (Int)
  - ☐ +1 Perception (Wis)
  - ☐ -1 Performance (Cha)
  - ☐ -1 Persuasion (Cha)
  - ☐ +2 Religion (Int)
  - ☐ +3 Sleight of Hand (Dex)
  - ☐ +3 Stealth (Dex)
  - ☒ +7 Survival (Wis)

13

ARMOR CLASS

+3

INITIATIVE

25 (50 fly)

SPEED

Hit Point Maximum 105

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Talons

+6

1d4/s

Rapier

+9

1d8+3/p

Dagger

+9

1d4+3/p

Armor: None

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, simple weapons, hand crossbows, longswords, rapiers, shortwords, thieves' tools.

Languages:

[choose one], Common, Aarakocra, Auran

OTHER PROFICIENCIES & LANGUAGES

CP 0  
SP 0  
EP 0  
GP 0  
PP 0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Blind Sense  
--Cunning Action  
--Elusive  
--Evasion  
--Expertise  
--Fast Hands  
--Inheritance  
--Reliable Talent  
--Second-Story Work  
--Slippery Mind  
--Sneak Attack (10d6)  
--Stroke of Luck  
--Supreme Sneak  
--Thief's Reflexes  
--Uncanny Dodge  
--Use Magic Device

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS

# Features and Magic Items

## Rogue1

### Subclasses

#### Subclass: Thief

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

### Features

#### Blind Sense

**Source:** Rogue

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

#### Cunning Action

**Source:** Rogue

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.

#### Elusive

**Source:** Rogue

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you are incapacitated.

#### Evasion

**Source:** Class (many)

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.

### Expertise

**Source:** Rogue

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Add these skills to "skill\_expertise" in your character.py file

### Fast Hands

**Source:** Rogue (Thief)

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

### Inheritance

**Source:** Background (Inheritor)

Choose or randomly determine your inheritance from among the possibilities in the table in SCAG. Work with your Dungeon Master to come up with details: Why is your inheritance so important, and what is its full story? You might prefer for the DM to invent these details as part of the game, allowing you to learn more about your inheritance as your character does.

The Dungeon Master is free to use your inheritance as a story hook, sending you on quests to learn more about its history or true nature, or confronting you with foes who want to claim it for themselves or prevent you from learning what you seek. The DM also determines the properties of your inheritance and how they figure into the item's history and importance. For instance, the object might be a minor magic item, or one that begins with a modest ability and increases in potency with the passage of time. Or, the true nature of your inheritance might not be apparent at first and is revealed only when certain conditions are met.

When you begin your adventuring career, you can decide whether to tell your companions about your inheritance right away. Rather than attracting attention to yourself, you might want to keep your inheritance a secret until you learn more about what it means to you and what it can do for you.

## Reliable Talent

**Source:** Rogue

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

## Second-Story Work

**Source:** Rogue (Thief)

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

## Slippery Mind

**Source:** Rogue

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

## Sneak Attack (10d6)

**Source:** Rogue

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.

## Stroke of Luck

**Source:** Rogue

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Once you use this feature, you can't use it again until you finish a short or long rest.

## Supreme Sneak

**Source:** Rogue (Thief)

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

## Thief's Reflexes

**Source:** Rogue (Thief)

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

## Uncanny Dodge

**Source:** Class (many)

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.

## Use Magic Device

**Source:** Rogue (Thief)

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

## Magic Items