

D&C ROGUE L5

CHARACTER NAME

Arcane Trickster Rogue 5 Charlatan

CLASS & LEVELBACKGROUNDPLAYER NAME

Forest Gnome

RACEALIGNMENTEXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

3

16

CONSTITUTION

1

12

INTELLIGENCE

2

15

WISDOM

0

10

CHARISMA

2

15

INSPIRATION

3

PROFICIENCY BONUS

SAVING THROWS

☐ -1 Strength

☒ 6 Dexterity

☐ 1 Constitution

☒ 5 Intelligence

☐ 0 Wisdom

☐ 2 Charisma

SKILLS

☒ 6 Acrobatics (Dex)

☐ 0 Animal Handling (Wis)

☒ 5 Arcana (Int)

☐ -1 Athletics (Str)

☒ 5 Deception (Cha)

☐ 2 History (Int)

☐ 0 Insight (Wis)

☐ 2 Intimidation (Cha)

☒ 8 Investigation (Int)

☐ 0 Medicine (Wis)

☐ 2 Nature (Int)

☐ 0 Perception (Wis)

☐ 2 Performance (Cha)

☐ 2 Persuasion (Cha)

☐ 2 Religion (Int)

☒ 9 Sleight of Hand (Dex)

☒ 6 Stealth (Dex)

☐ 0 Survival (Wis)

14

ARMOR CLASS

3

INITIATIVE

25

SPEED

Hit Point Maximum 33

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Rapier	+6	1d8+3 Piercing
Shortbow	+6	1d6+3 Piercing
Dagger	+6	1d4+3 Piercing
Sleep		5d8 Hit Points ...
Booming Blade	+5	2d8 thunder

ATTACKS & SPELLCASTING

CP	SP	EP	15	GP	PP
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1 Set of Weighted Dice

1 Belt Pouch

1 Rapier

1 Shortbow

1 Quiver

20 Arrows

1 Burglar's Pack

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Thieves' Cant

Sneak Attack

Gnome Cunning

Darkvision

Natural Illusionist

Speak with Small Beasts

False Identity

Cunning Action

Steady Aim

Uncanny Dodge

Mage Hand Legerdemain

Fade Away

FEATURES & TRAITS

10

PASSIVE WISDOM (PERCEPTION)

TOOL: Disguise Kit, Forgery Kit, Thieves' Tools

LANGUAGE: Common, Gnomish, Thieves' Cant

ARMOR: Light Armor

WEAPON: Hand Crossbow, Longsword, Rapier, Shortsword, Simple weapons


OTHER PROFICIENCIES & LANGUAGES

NAME	ATK	DAMAGE/TYPE

ATTACKS & SPELLCASTING

Backstory

Whether lifting a purse, unlocking a stubborn door, or gathering whispered secrets, Nettlebroth always seemed to be exactly where they needed to be—never where anyone expected. Now, with a lifetime of mischief behind them and a world of opportunity ahead, they walk the fine line between scoundrel and hero, always ready for the next big score... or the next great adventure.



SPELLCASTING CLASS

INTELLIGENCE

SPELLCASTING ABILITY

13

SPELL SAVE DC

5

SPELL ATTACK BONUS

0

CANTRIPS

Minor Illusion

Booming Blade

Mage Hand

Encode Thoughts

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

☐ Expeditious Retreat

☐ Grease

☐ Sleep

☐ Find Familiar

2

0

3

0

4

0

5

0

6

0

7

0

8

0

9

0

FEATURES & TRAITS

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 3d6 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.

Gnome Cunning

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Darkvision

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Natural Illusionist

You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.

Speak with Small Beasts

Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

False Identity

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

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.

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.

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.

Mage Hand Legerdemain

Starting at 3rd level, when you cast mage hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it: • You can stow one object the hand is holding in a container worn or carried by another creature. • You can retrieve an object in a container worn or carried by another creature. • You can use thieves' tools to pick locks and disarm traps at range. You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check. In addition, you can use the bonus action granted by your Cunning Action to control the hand.

Fade Away

Your people are clever, with a knack for illusion magic. You have learned a magical trick for fading away when you suffer harm. You gain the following benefits:\n\n- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.\n- Immediately after you take damage, you can use a reaction to magically become invisible until the end of your next turn or until you attack, deal damage, or force someone to make a saving throw. Once you use this ability, you can't do so again until you finish a short or long rest.

SPELLS

Minor Illusion

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Target: See text

Components: S M

Duration: 1 minute

Description:

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else’s voice, a lion’s roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can’t create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Booming Blade

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Target: one creature within the spell’s range

Components: V M

Duration: 1 round

Description:

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack’s normal effects and then becomes sheathed in booming energy until the start of your next turn. If the target willingly moves 5 feet or more before then, it immediately takes 1d8 thunder damage, and the spell ends. This spell’s damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target on a hit, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).

Mage Hand

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Target: A point you choose within range

Components: V S

Duration: 1 minute

Description:

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can’t attack, activate magic items, or carry more than 10 pounds.

Encode Thoughts

Enchantment cantrip

Casting Time: 1 action

Range: Self

Target:

Components: S

Duration: 8 hours

Description:

You pull a memory, an idea, or a message from your mind and transform it into a tangible string of glowing energy called a thought strand, which persists for the duration or until you cast this spell again. The thought strand appears in an unoccupied space within 5 feet of you as a Tiny, weightless, semisolid object that can be held and carried like a ribbon. It is otherwise stationary. If you cast this spell while concentrating on a spell or an ability that allows you to read or manipulate the thoughts of others (such as detect thoughts or modify memory), you can transform the thoughts or memories you read, rather than your own, into a thought strand. Casting this spell while holding a thought strand allows you to instantly receive whatever memory, idea, or message the thought strand contains. (Casting detect thoughts on the strand has the same effect.)

Expeditious Retreat

Transmutation 1

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V S

Duration: ConcentrationUp to 10 minutes

Description:

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

Grease

Conjuration 1

Casting Time: 1 action

Range: 60 feet

Target: A 10-foot square centered on a point within range

Components: V S M

Duration: 1 minute

Description:

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Sleep

Enchantment 1

Casting Time: 1 action

Range: 90 feet

Target: Creatures within 20 feet of a point you choose within range (in ascending order of their current hit points, ignoring unconscious creatures)

Components: V S M

Duration: 1 minute

Description:

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature’s hit points from the total before moving on to the creature with the next lowest hit points. A creature’s hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren’t affected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Find Familiar

Conjuration 1

Casting Time: 1 hour

Range: 10 feet

Target: An unoccupied space within range

Components: V S M

Duration: Instantaneous

Description:

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.