

Spaike

CA 12

162 HP

Razza: Changeling | Classe: Rogue 18 | Campagna: Dark Age of Camelot | Edizione: D&D 2014

Iniziativa +5

Velocità 30 ft

FORZA

+3

17

DESTREZZA

+2

15

COSTITUZIONE

+1

12

INTELLIGENZA

+0

11

SAGGEZZA

-1

8

CARISMA

-1

9

TIRI SALVEZZA

<input type="radio"/> Forza	+3
<input checked="" type="radio"/> Destrezza	+8
<input type="radio"/> Costituzione	+1
<input checked="" type="radio"/> Intelligenza	+6
<input type="radio"/> Saggezza	-1
<input type="radio"/> Carisma	-1

ARMI & ATTACCHI

Nessuna arma equipaggiata.

EQUIPAGGIAMENTO & INVENTARIO

Rame (cp): 0 | Argento (sp): 0 | Oro (gp): 0 | Platino (pp): 0

Inventario vuoto o nessun oggetto visibile.

ABILITÀ & COMPETENZA (+6)

<input checked="" type="radio"/> Acrobazia (Des)	+8
<input checked="" type="radio"/> Addestrare Animali (Sag)	+5
<input checked="" type="radio"/> Arcano (Int)	+6
<input checked="" type="radio"/> Atletica (For)	+9
<input checked="" type="radio"/> Inganno (Car)	+5
<input checked="" type="radio"/> Storia (Int)	+6
<input checked="" type="radio"/> Intuizione (Sag)	+5
<input checked="" type="radio"/> Intimidire (Car)	+5
<input checked="" type="radio"/> Indagine (Int)	+6
<input checked="" type="radio"/> Medicina (Sag)	+5
<input checked="" type="radio"/> Natura (Int)	+6
<input checked="" type="radio"/> Percezione (Sag)	+5
<input checked="" type="radio"/> Intrattenimento (Car)	+5
<input checked="" type="radio"/> Persuasione (Car)	+5
<input checked="" type="radio"/> Religione (Int)	+6
<input checked="" type="radio"/> Rapidità di Mano (Des)	+8
<input checked="" type="radio"/> Furtività (Des)	+8
<input checked="" type="radio"/> Sopravvivenza (Sag)	+5

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

Bard

- Level: 6
- Bardic Insp Die: d8
- Bardic Insp Uses: 1/LR (CHA mod)
- Song Of Rest: d6
- Magical Secrets:

Rogue

- Level: 5
- Sneak Attack: 3d6
- Uncanny Dodge: 1
- Evasion:
- Reliable Talent:
- Save Dc: 16
- Cunning Strikes: Array
- Devious Strikes: Array

Wizard

- Level: 7
- Arcane Recovery: 4 slot /LR
- Spell Mastery:

TRATTI DI RAZZA, TALENTI & COMPETENZE

Tratti Razziali: Changeling

Background: Urban Bounty Hunter

RISORSE / RESOURCES

Slot Incantesimo

Slot di 1° livello	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	r. lungo
Slot di 2° livello	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	r. lungo
Slot di 3° livello	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	r. lungo
Slot di 4° livello	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	r. lungo
Slot di 5° livello	<input type="checkbox"/> <input type="checkbox"/>	r. lungo
Slot di 6° livello	<input type="checkbox"/>	r. lungo
Slot di 7° livello	<input type="checkbox"/>	r. lungo

Generale

Ispirazione

Bardo

Ispirazione Bardica r. lungo

Mago

Recupero Arcano r. lungo

Lama Cantante r. lungo

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TRATTI RAZZIALI — TESTO COMPLETO

Age

Changelings mature slightly faster than humans but share a similar lifespan—typically a century or less. While a changeling can transform to conceal their age, the effects of aging affect them similarly to humans.

Alignment

Changelings tend toward pragmatic neutrality, and few changelings embrace evil.

Size

Your size is Medium.

Shapechanger

As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

You stay in the new form until you use an action to revert to your true form or until you die.

Changeling Instincts

You gain proficiency with two of the following skills of your choice: Deception, Insight, Intimidation, and Persuasion.

Languages

You can speak, read, and write Common and two other languages of your choice.

PRIVILEGI DI ROGUE (LV 5) — TESTO COMPLETO

Maestria (Lv 1)

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.

Attacco Furtivo (Lv 1)

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.

Gergo dei Ladri (Lv 1)

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.

Azione Astuta (Lv 2)

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.

Archetipo del Ladro (Lv 3)

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities from the list of available archetypes. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Steady Aim (Lv 3)

optional feature}

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.

Schivata Istantiva (Lv 5)

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.

Sottoclasse: Assassin

Assassin (Lv 3)

You focus your training on the grim art of death. Those who adhere to this archetype are diverse—hired killers, spies, bounty hunters, and even specially anointed priests trained to exterminate the enemies of their deity. Stealth, poison, and disguise help you eliminate your foes with deadly efficiency.

Your archetype grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Assassinate (Lv 3)

Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Bonus Proficiencies (Lv 3)

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and the poisoner's kit.

PRIVILEGI DI BARD (LV 6) — TESTO COMPLETO

Ispirazione Bardica (Lv 1)

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Lancio di Incantesimi (Lv 1)

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. See 10 for the general rules of spellcasting and 11 for the bard spell list.

Cantrips. You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, learning a 3rd cantrip at 4th level and a 4th at 10th level.

Spell Slots.

The Bard table shows how many spell slots you have to cast your bard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell cure wounds and have a 1st-level and a 2nd-level spell slot available, you can cast cure wounds using either slot.

Spells Known of 1st Level and Higher.

You know four 1st-level spells of your choice from the bard spell list.

You learn an additional bard spell of your choice at each level except 12th, 16th, 19th, and 20th. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability.

Charisma is your spellcasting ability for your bard spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

Spell.

Spell.

Ritual Casting. You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus. You can use a musical instrument as a spellcasting focus for your bard spells.

Tuttofare (Lv 2)

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Magical Inspiration (Lv 2)

optional feature}

If a creature has a Bardic Inspiration die from you and casts a spell that restores hit points or deals damage, the creature can roll that die and choose a target affected by the spell. Add the number rolled as a bonus to the hit points regained or the damage dealt. The Bardic Inspiration die is then lost.

Song of Rest (d6) (Lv 2)

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points by spending Hit Dice at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

Collegio Bardico (Lv 3)

At 3rd level, you delve into the advanced techniques of a bard college of your choice from the list of available colleges. Your choice grants you features at 3rd level and again at 6th and 14th level.

Maestria (Lv 3)

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

Bardic Versatility (Lv 4)

optional feature}

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing a change in focus as you use your skills and magic:

- Replace one of the skills you chose for the Expertise feature with one of your other skill proficiencies that isn't benefiting from Expertise.
- Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the bard spell list.

Bardic Inspiration (d8) (Lv 5)

At 5th level, your Bardic Inspiration die changes to a d8.

Fonte di Ispirazione (Lv 5)

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Bard College feature (Lv 6)

At 6th level, you gain a feature from your Bard College.

Controcantone (Lv 6)

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

PRIVILEGI DI WIZARD (LV 7) — TESTO COMPLETO

Recupero Arcano (Lv 1)

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Lancio di Incantesimi (Lv 1)

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See 10 for the general rules of spellcasting and 11 for the wizard spell list.

Cantrips. At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

Spellbook. At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

Preparing and Casting Spells.

The Wizard table shows how many spell slots you have to cast your wizard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability.

Intelligence is your spellcasting ability for your wizard spells, since you learn your wizard spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell.

Spell.

Ritual Casting. You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Spellcasting Focus. You can use an arcane focus as a spellcasting focus for your wizard spells.

Learning Spells of 1st Level and Higher. Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. On your adventures, you might find other spells that you can add to your spellbook (see "Your Spellbook").

Your Spellbook

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

A spellbook doesn't contain cantrips.

Copying a Spell into the Book.

When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it.

Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

Copying from a Spell Scroll.

Replacing the Book.

You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrunched together after you lost your previous spellbook in a mishap.

Tradizione Arcana (Lv 2)

When you reach 2nd level, you choose an arcane tradition from the list of available traditions, shaping your practice of magic. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Cantrip Formulas (Lv 3)

optional feature}

You have scribed a set of arcane formulas in your spellbook that you can use to formulate a cantrip in your mind. Whenever you finish a long rest and consult those formulas in your spellbook, you can replace one wizard cantrip you know with another cantrip from the wizard spell list.

Arcane Tradition feature (Lv 6)

At 6th level, you gain a feature granted by your Arcane Tradition.

Sottoclasse: Bladesinging

Bladesinging (Lv 2)

Bladesingers master a tradition of wizardry that incorporates swordplay and dance. Originally created by elves, this tradition has been adopted by non-elf practitioners, who honor and expand on the elven ways.

In combat, a bladesinger uses a series of intricate, elegant maneuvers that fend off harm and allow the bladesinger to channel magic into devastating attacks and a cunning defense. Many who have observed a bladesinger at work remember the display as one of the more beautiful experiences in their life, a glorious dance accompanied by a singing blade.

Bladesinger Styles (Lv 2)

From its inception as a martial and magical art, Bladesinging has been tied to the sword, more specifically the longsword. Yet many generations of study gave rise to various styles of Bladesinging based on the melee weapon employed. The techniques of these styles are passed from master to students in small schools, some of which have a building dedicated to instruction. Even the newest styles are hundreds of years old, but are still taught by their original creators due to the long lives of elves. Most schools of Bladesinging are in Evermeet or Evereska. One was started in Myth Drannor, but the city's destruction has scattered those students who survived.

Styles of Bladesinging are broadly categorized based on the type of weapon employed, and each is associated with a category of animal. Within that style are specializations named after specific animal types, based on the types of spells employed, the techniques of the master, and the particular weapon used. Bladesingers who apprentice to a master typically get a tattoo of their chosen style's animal. Some bladesingers learn multiple styles and bear many tattoos, wearing a warning on their skin of their deadly skills.

Cat. Styles that employ a sword belong to this family. The lion style, the eldest, trains practitioners in the use of the longsword and doesn't favor any particular type of spells. Leopard style focuses on the shortsword and spells of illusion and stealth. Red tiger, a style just three centuries old, has its bladesingers using the scimitar in a whirling dance of defense from which they launch into sudden leaps and attacks.

Bird. Styles that focus on the use of a hafted weapon, such as an axe or hammer, have been grouped together as bird styles, yet they vary wildly. All relatively new styles, they use weapons not typically favored by elves. Eagle-style bladesingers use small handaxes, and many maneuvers in the style focus on fluid ways to throw the weapon and draw a new one. Raven style uses a war pick, and spells associated with it grant the bladesinger more agility in combat.

Snake. Practitioners of these styles use a flail, chain, or whip. Viper style uses a whip, despite its inelegance as a weapon, and has almost as long a history as the lion style. Its masters punctuate their bladesong with a stunningly rapid rhythm of whip cracks, which can keep many foes at bay and allow the bladesinger space to cast the cruel spells of poison and disease favored by the style.

Bladesong (Lv 2)

Starting at 2nd level, you can invoke a secret elven magic called the Bladesong, provided you aren't wearing medium or heavy armor or using a shield. It graces you with supernatural speed, agility, and focus.

You can use a bonus action to start the Bladesong, which lasts for 1 minute. It ends early if you are incapacitated, if you don medium or heavy armor or a shield, or if you use two hands to make an attack with a weapon. You can also dismiss Bladesong at any time you choose (no action required).

While your bladesong is active, you gain the following benefits:

- You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1).
- Your walking speed increases by 10 feet.
- You have advantage on Dexterity (Acrobatics) checks.
- You gain a bonus to any Constitution saving throws you make to maintain concentration on a spell. The bonus equals your Intelligence modifier (minimum of +1).

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Training in War and Song (Bladesinging) (Lv 2)

When you adopt this tradition at 2nd level, you gain proficiency with light armor, and you gain proficiency with one type of one-handed melee weapon of your choice.

You also gain proficiency in the Performance skill if you don't already have it.

Attacco Aggiuntivo (Lv 6)

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.