

Invito

CA 10

43 HP

Razza: Changeling | Classe: Rogue 8 | Campagna: Dark Age of Camelot | Edizione: D&D 2014

Iniziativa +0

Velocità 30 ft

FORZA

+2

14

DESTREZZA

+0

11

COSTITUZIONE

+0

10

INTELLIGENZA

+0

10

SAGGEZZA

-1

8

CARISMA

-1

9

TIRI SALVEZZA

<input type="radio"/> Forza	+2
<input checked="" type="radio"/> Destrezza	+3
<input type="radio"/> Costituzione	+0
<input checked="" type="radio"/> Intelligenza	+3
<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 (+3)

<input checked="" type="radio"/> Acrobazia (Des)	+3
<input type="radio"/> Addestrare Animali (Sag)	-1
<input checked="" type="radio"/> Arcano (Int)	+3
<input type="radio"/> Atletica (For)	+2
<input checked="" type="radio"/> Inganno (Car)	+2
<input checked="" type="radio"/> Storia (Int)	+3
<input checked="" type="radio"/> Intuizione (Sag)	+2
<input checked="" type="radio"/> Intimidire (Car)	+2
<input checked="" type="radio"/> Indagine (Int)	+3
<input checked="" type="radio"/> Medicina (Sag)	+2
<input checked="" type="radio"/> Natura (Int)	+3
<input checked="" type="radio"/> Percezione (Sag)	+2
<input checked="" type="radio"/> Intrattenimento (Car)	+2
<input checked="" type="radio"/> Persuasione (Car)	+2
<input checked="" type="radio"/> Religione (Int)	+3
<input checked="" type="radio"/> Rapidità di Mano (Des)	+3
<input checked="" type="radio"/> Furtività (Des)	+3
<input checked="" type="radio"/> Sopravvivenza (Sag)	+2

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

Rogue

- Level: 8
- Sneak Attack: 4d6
- Uncanny Dodge: 1
- Evasion: 1
- Reliable Talent:
- Save Dc: 11
- Cunning Strikes: Array
- Devious Strikes: Array

TRATTI DI RAZZA, TALENTI & COMPETENZE

Tratti Razziali: Changeling

Background: Urban Bounty Hunter

RISORSE / RESOURCES

Generale

Ispirazione



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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 8) — 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.

Maestria (Lv 6)

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

Evasione (Lv 7)

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.

Sottoclasse: Swashbuckler**Swashbuckler** (Lv 3)

You focus your training on the art of the blade, relying on speed, elegance, and charm in equal parts. While some warriors are brutes clad in heavy armor, your method of fighting looks almost like a performance. Duelists and pirates typically belong to this archetype.

A Swashbuckler excels in single combat, and can fight with two weapons while safely darting away from an opponent.

Fancy Footwork (Lv 3)

When you choose this archetype at 3rd level, you learn how to land a strike and then slip away without reprisal. During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

Rakish Audacity (Lv 3)

Starting at 3rd level, your confidence propels you into battle. You can give yourself a bonus to your initiative rolls equal to your Charisma modifier.

You also gain an additional way to use your Sneak Attack; you don't need advantage on your attack roll to use Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.
