

# Giulio Baccari

CA 13

51 HP

Razza: Changeling | Classe: Rogue 8 | Campagna: PROVA 2026 | Edizione: D&amp;D 2014

Iniziativa +4

Velocità 30 ft

FORZA

**-1**

8

DESTREZZA

**+3**

16

COSTITUZIONE

**+1**

13

INTELLIGENZA

**+1**

12

SAGGEZZA

**+0**

10

CARISMA

**+3**

16

## TIRI SALVEZZA

<input type="radio"/> Forza	-1
<input checked="" type="radio"/> Destrezza	+6
<input type="radio"/> Costituzione	+1
<input checked="" type="radio"/> Intelligenza	+4
<input type="radio"/> Saggezza	+3
<input type="radio"/> Carisma	+3

## ABILITÀ & COMPETENZA (+3)

<input checked="" type="radio"/> Acrobazia (Des)	+6
<input type="radio"/> Addestrare Animali (Sag)	+0
<input type="radio"/> Arcano (Int)	+1
<input checked="" type="radio"/> Atletica (For)	+2
<input checked="" type="radio"/> Inganno (Car)	+6
<input type="radio"/> Storia (Int)	+1
<input checked="" type="radio"/> Intuizione (Sag)	+3
<input checked="" type="radio"/> Intimidire (Car)	+6
<input type="radio"/> Indagine (Int)	+1
<input type="radio"/> Medicina (Sag)	+0
<input type="radio"/> Natura (Int)	+1
<input type="radio"/> Percezione (Sag)	+0
<input type="radio"/> Intrattenimento (Car)	+3
<input checked="" type="radio"/> Persuasione (Car)	+6
<input type="radio"/> Religione (Int)	+1
<input checked="" type="radio"/> Rapidità di Mano (Des)	+6
<input checked="" type="radio"/> Furtività (Des)	+6
<input type="radio"/> Sopravvivenza (Sag)	+0

## 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.

**PRIVILEGI DI CLASSE & ABILITÀ SPECIALI**

**Cantrip\_tier**

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**Bard**

- Level: 4
  - Bardic Insp Die: d6
  - Bardic Insp Uses: 3/LR (CHA mod)
  - Song Of Rest: d6
  - Magical Secrets:
- 

**Rogue**

- Level: 4
  - Sneak Attack: 2d6
  - Uncanny Dodge:
  - Evasion:
  - Reliable Talent:
  - Save Dc: 14
  - Cunning Strikes: Array
  - Devious Strikes: Array
- 

**TRATTI DI RAZZA, TALENTI & COMPETENZE**

**Tratti Razziali:** Changeling

**Background:** Urban Bounty Hunter

**Talenti Acquisiti:**

- Cuoco
  - Schiacciatore
- 

**RISORSE / RESOURCES**

**Slot Incantesimo**

Slot di 1° livello	<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

**Generale**

Ispirazione	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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**Bardo**

Ispirazione Bardica	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	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 4) — TESTO COMPLETO

### Maestria (Lv 1)

Ottieni Expertise in due delle tue competenze di abilità a tua scelta. Sleight of Hand e Stealth sono consigliati se ne hai competenza.

Al livello 6 di Ladro, ottieni Expertise in altre due competenze di abilità a tua scelta.

### 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.

### 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.

## PRIVILEGI DI BARD (LV 4) — 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)

Al 3° livello, scegli due delle tue competenze di abilità. Il tuo bonus di competenza è raddoppiato per qualsiasi prova di caratteristica che utilizzi una delle competenze scelte.

Al 10° livello, puoi scegliere altre due competenze di abilità per ottenere questo beneficio.

### 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.

### Sottoclasse: College of Swords

#### College of Swords (Lv 3)

Bards of the College of Swords are called blades, and they entertain through daring feats of weapon prowess. Blades perform stunts such as sword swallowing, knife throwing and juggling, and mock combats. Though they use their weapons to entertain, they are also highly trained and skilled warriors in their own right.

Their talent with weapons inspires many blades to lead double lives. One blade might use a circus troupe as cover for nefarious deeds such as assassination, robbery, and blackmail. Other blades strike at the wicked, bringing justice to bear against the cruel and powerful. Most troupes are happy to accept a blade's talent for the excitement it adds to a performance, but few entertainers fully trust a blade in their ranks.

Blades who abandon their lives as entertainers have often run into trouble that makes maintaining their secret activities impossible. A blade caught stealing or engaging in vigilante justice is too great a liability for most troupes. With their weapon skills and magic, these blades either take up work as enforcers for thieves' guilds or strike out on their own as adventurers.

#### Defensive Flourish (Lv 3)

You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You also add the number rolled to your AC until the start of your next turn.

#### Mobile Flourish (Lv 3)

You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You can also push the target up to 5 feet away from you, plus a number of feet equal to the number you roll on that die. You can then immediately use your reaction to move up to your walking speed to an unoccupied space within 5 feet of the target.

#### Slashing Flourish (Lv 3)

You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit and to any other creature of your choice that you can see within 5 feet of you. The damage equals the number you roll on the Bardic Inspiration die.

#### Blade Flourish (Lv 3)

At 3rd level, you learn to perform impressive displays of martial prowess and speed.

Whenever you take the Attack action on your turn, your walking speed increases by 10 feet until the end of the turn, and if a weapon attack that you make as part of this action hits a creature, you can use one of the following Blade Flourish options of your choice. You can use only one Blade Flourish option per turn.

#### Bonus Proficiencies (Lv 3)

When you join the College of Swords at 3rd level, you gain proficiency with medium armor and the scimitar.

If you're proficient with a simple or martial melee weapon, you can use it as a spellcasting focus for your bard spells.

#### Stile di Combattimento (Lv 3)

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if something in the game lets you choose again.

## TALENTI — TESTO COMPLETO

### Chef (TCE 2014)

Time spent mastering the culinary arts has paid off, granting you the following benefits:

- You gain proficiency with cook's utensils if you don't already have it.
- As part of a short rest, you can cook special food, provided you have ingredients and cook's utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 + your proficiency bonus. At the end of the short rest, any creature who eats the food and spends one or more Hit Dice to regain hit points regains an extra 1d8 hit points.
- With one hour of work or when you finish a long rest, you can cook a number of treats equal to your proficiency bonus. These special treats last 8 hours after being made. A creature can use a bonus action to eat one of those treats to gain temporary hit points equal to your proficiency bonus.

**Crusher** (TCE 2014)

You are practiced in the art of crushing your enemies, granting you the following benefits:

- Once per turn, when you hit a creature with an attack that deals bludgeoning damage, you can move it 5 feet to an unoccupied space, provided the target is no more than one size larger than you.
- When you score a critical hit that deals bludgeoning damage to a creature, attack rolls against that creature are made with advantage until the start of your next turn.