

SPAIKE

CA 12

10 HP

Razza: Changeling | Classe: Rogue 1 | Campagna: Test Campagna via API | Edizione: D&D 2014

Iniziativa +2

Velocità 30 ft

FORZA

-1

8

DESTREZZA

+2

15

COSTITUZIONE

+2

14

INTELLIGENZA

+0

10

SAGGEZZA

+1

12

CARISMA

+2

15

TIRI SALVEZZA

<input type="radio"/> Forza	-1
<input checked="" type="radio"/> Destrezza	+4
<input type="radio"/> Costituzione	+2
<input checked="" type="radio"/> Intelligenza	+2
<input type="radio"/> Saggezza	+1
<input type="radio"/> Carisma	+2

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 (+2)

<input checked="" type="radio"/> Acrobazia (Des)	+4
<input type="radio"/> Addestrare Animali (Sag)	+1
<input type="radio"/> Arcano (Int)	+0
<input type="radio"/> Atletica (For)	-1
<input checked="" type="radio"/> Inganno (Car)	+4
<input type="radio"/> Storia (Int)	+0
<input checked="" type="radio"/> Intuizione (Sag)	+3
<input checked="" type="radio"/> Intimidire (Car)	+4
<input type="radio"/> Indagine (Int)	+0
<input type="radio"/> Medicina (Sag)	+1
<input type="radio"/> Natura (Int)	+0
<input checked="" type="radio"/> Percezione (Sag)	+3
<input type="radio"/> Intrattenimento (Car)	+2
<input checked="" type="radio"/> Persuasione (Car)	+4
<input type="radio"/> Religione (Int)	+0
<input checked="" type="radio"/> Rapidità di Mano (Des)	+4
<input checked="" type="radio"/> Furtività (Des)	+4
<input type="radio"/> Sopravvivenza (Sag)	+1

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

Rogue

- Level: 1
- Sneak Attack: 1d6
- Uncanny Dodge:
- Evasion:
- Reliable Talent:
- Save Dc: 12
- 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 1) — 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.