

# Giulio Baccari

Razza: Changeling | Classe: Rogue 3 | Campagna: PROVA EBERRON | Edizione: D&D 2014

CA 15

27 HP

Iniziativa +5

Velocità 30 ft

FORZA

+5

20

DESTREZZA

+5

20

COSTITUZIONE

+3

17

INTELLIGENZA

+2

14

SAGGEZZA

+2

14

CARISMA

+5

20

## TIRI SALVEZZA

<input type="radio"/> Forza	+5
<input checked="" type="radio"/> Destrezza	+7
<input type="radio"/> Costituzione	+3
<input checked="" type="radio"/> Intelligenza	+4
<input type="radio"/> Saggezza	+2
<input type="radio"/> Carisma	+5

## ABILITÀ & COMPETENZA (+2)

<input type="radio"/> Acrobazia (Des)	+5
<input type="radio"/> Addestrare Animali (Sag)	+2
<input type="radio"/> Arcano (Int)	+2
<input type="radio"/> Atletica (For)	+5
<input type="radio"/> Inganno (Car)	+5
<input type="radio"/> Storia (Int)	+2
<input type="radio"/> Intuizione (Sag)	+2
<input type="radio"/> Intimidire (Car)	+5
<input type="radio"/> Indagine (Int)	+2
<input type="radio"/> Medicina (Sag)	+2
<input type="radio"/> Natura (Int)	+2
<input type="radio"/> Percezione (Sag)	+2
<input type="radio"/> Intrattenimento (Car)	+5
<input type="radio"/> Persuasione (Car)	+5
<input type="radio"/> Religione (Int)	+2
<input type="radio"/> Rapidità di Mano (Des)	+5
<input type="radio"/> Furtività (Des)	+5
<input type="radio"/> Sopravvivenza (Sag)	+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.

## PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

### Cantrip\_tier

### Rogue

- Level: 3
- Sneak Attack: 2d6
- Uncanny Dodge:
- Evasion:
- Reliable Talent:
- Save Dc: 15
- 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

### Alignment

### Size

### Shapechanger

### Changeling Instincts

### Languages

## PRIVILEGI DI ROGUE (LV 3) — 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.