



# WILD

CA 15

67 HP

Razza: Human | Classe: Rogue 8 | Campagna: Dark age of Camelot | Edizione: D&amp;D 2014

Iniziativa +6

Velocità 30 ft

FORZA

**+3**

17

DESTREZZA

**+5**

20

COSTITUZIONE

**+3**

16

INTELLIGENZA

**+2**

15

SAGGEZZA

**+3**

17

CARISMA

**+5**

20

## TIRI SALVEZZA

<input type="radio"/>	Forza	<b>+3</b>
<input checked="" type="radio"/>	Destrezza	<b>+8</b>
<input type="radio"/>	Costituzione	<b>+3</b>
<input checked="" type="radio"/>	Intelligenza	<b>+5</b>
<input type="radio"/>	Saggezza	<b>+3</b>
<input type="radio"/>	Carisma	<b>+5</b>

## 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)	<b>+11</b>
<input type="radio"/>	Addestrare Animali (Sag)	<b>+3</b>
<input checked="" type="radio"/>	Arcano (Int)	<b>+5</b>
<input type="radio"/>	Atletica (For)	<b>+3</b>
<input checked="" type="radio"/>	Inganno (Car)	<b>+11</b>
<input type="radio"/>	Storia (Int)	<b>+2</b>
<input checked="" type="radio"/>	Intuizione (Sag)	<b>+6</b>
<input checked="" type="radio"/>	Intimidire (Car)	<b>+8</b>
<input type="radio"/>	Indagine (Int)	<b>+2</b>
<input type="radio"/>	Medicina (Sag)	<b>+3</b>
<input type="radio"/>	Natura (Int)	<b>+2</b>
<input checked="" type="radio"/>	Percezione (Sag)	<b>+9</b>
<input type="radio"/>	Intrattenimento (Car)	<b>+5</b>
<input type="radio"/>	Persuasione (Car)	<b>+5</b>
<input checked="" type="radio"/>	Religione (Int)	<b>+5</b>
<input checked="" type="radio"/>	Rapidità di Mano (Des)	<b>+8</b>
<input checked="" type="radio"/>	Furtività (Des)	<b>+11</b>
<input type="radio"/>	Sopravvivenza (Sag)	<b>+3</b>

**PRIVILEGI DI CLASSE & ABILITÀ SPECIALI**

**Cantrip\_tier**

**Bard**

- Level: 4
- Bardic Insp Die: d6
- Bardic Insp Uses: 5/LR (CHA mod)
- Song Of Rest: d6
- Magical Secrets:

**Rogue**

- Level: 4
- Sneak Attack: 2d6
- Uncanny Dodge:
- Evasion:
- Reliable Talent:
- Save Dc: 16
- Cunning Strikes: Array
- Devious Strikes: Array

**TRATTI DI RAZZA, TALENTI & COMPETENZE**

**Tratti Razziali:** Human

**Background:** Custom Background

**Talenti Acquisiti:**

- Iniziato alla Magia
- Abile
- Toccato dal Fey

**Lingue conosciute:** Any 2 Languages

**LIBRO DEGLI INCANTESIMI / SPELLBOOK**

**Incantesimi da Razza, Talenti o Sottoclasse**

**Magic Initiate:** Booming Blade (Trucchetto) Green-Flame Blade (Trucchetto) Shield

**Fey Touched:** Hex Misty Step (sempre prep. · 1/riposo lungo)

**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
Slot di 3° livello	<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"/> <input type="checkbox"/> <input type="checkbox"/>	r. lungo
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**Incantesimi da Talenti (gratis)**

Misty Step (Fey Touched)	<input type="checkbox"/>	r. lungo
Hex (Fey Touched)	<input type="checkbox"/>	r. lungo

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## TRATTI RAZZIALI — TESTO COMPLETO

### Age

Humans reach adulthood in their late teens and live less than a century.

### Size

Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

### Languages

You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

### Skills (Sottorazza)

You gain proficiency in one skill of your choice.

### Feat (Sottorazza)

You gain one feat 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: Arcane Trickster

#### Arcane Trickster (Lv 3)

Some rogues enhance their fine-honed skills of stealth and agility with magic, learning tricks of enchantment and illusion. These rogues include pickpockets and burglars, but also pranksters, mischief-makers, and a significant number of adventurers.

### **Mage Hand Legerdemain** (Lv 3)

Starting at 3rd level, when you cast mage hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it:

- You can stow one object the hand is holding in a container worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.
- You can use thieves' tools to pick locks and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

In addition, you can use the bonus action granted by your Cunning Action to control the hand.

### **Lancio di Incantesimi** (Lv 3)

When you reach 3rd level, you gain the ability to cast spells. See 10 for the general rules of spellcasting and 11 for the wizard spell list.

**Cantrips.** You learn three cantrips: mage hand and two other cantrips of your choice from the wizard spell list. You learn another wizard cantrip of your choice at 10th level.

#### **Spell Slots.**

The Arcane Trickster Spellcasting 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.

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

#### **Spells Known of 1st-Level and Higher.**

You know three 1st-level wizard spells of your choice, two of which you must choose from the enchantment and illusion spells on the wizard spell list.

The Spells Known column of the Arcane Trickster Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an enchantment or illusion spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an enchantment or illusion spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

#### **Spellcasting Ability.**

Intelligence is your spellcasting ability for your wizard spells, since you learn your 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.**

## **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.

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### **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.

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### **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.

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### **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.

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### **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.

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### **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.

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### **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.

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### **Sottoclasse: College of Lore**

#### **College of Lore** (Lv 3)

Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king.

The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic.

The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

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### **Bonus Proficiencies** (Lv 3)

When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.

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### Cutting Words (Lv 3)

Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

## TALENTI — TESTO COMPLETO

### Fey Touched (TCE 2014)

Your exposure to the Feywild's magic has changed you, granting you the following benefits:

- You learn the misty step spell and one 1st-level spell of your choice. The 1st-level spell must be from the divination or enchantment school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

### Magic Initiate (PHB 2014)

Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn two cantrips of your choice from that class's spell list.

In addition, choose one 1st-level spell to learn from that same list. Using this feat, you can cast the spell once at its lowest level, and you must finish a long rest before you can cast it in this way again.

Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

### Skilled (PHB 2014)

You gain proficiency in any combination of three skills or tools of your choice.

## INCANTESIMI — TESTO COMPLETO

### Trucchetti (Livello 0)

#### Lama Tonante (Invocazione — TCE 2014)

**Tempo:** 1 azione | **Gittata:** Sé (5 ft (1,5 m) raggio) | **Componenti:** S, M (a melee weapon worth at least 1 sp) | **Durata:** 1 round

Brandisci l'arma usata per lanciare l'incantesimo e effettui un attacco in mischia con essa contro una creatura entro 5 piedi da te. Se colpisci, il bersaglio subisce gli effetti normali dell'attacco con l'arma e poi viene avvolto da un'energia rimbombante fino all'inizio del tuo prossimo turno. Se il bersaglio si muove volontariamente di 5 piedi o più prima di allora, subisce 1d8 danni da tuono e l'incantesimo termina. Il danno di questo incantesimo aumenta quando raggiungi determinati livelli. Al 5° livello, l'attacco in mischia infligge un ulteriore 1d8 danni da tuono al bersaglio se colpisce, e il danno che il bersaglio subisce per lo spostamento aumenta a 2d8. Entrambi i tiri per i danni aumentano di 1d8 al 11° livello (2d8 e 3d8) e di nuovo al 17° livello (3d8 e 4d8).

#### Lama di fiamma verde (Invocazione — TCE 2014)

**Tempo:** 1 azione | **Gittata:** Sé (5 ft (1,5 m) raggio) | **Componenti:** S, M (a melee weapon worth at least 1 sp) | **Durata:** Istantanea

Brandisci l'arma usata per lanciare l'incantesimo e effettui un attacco in mischia con essa contro una creatura entro 5 piedi da te. Se colpisci, il bersaglio subisce gli effetti normali dell'attacco con l'arma, e puoi far saltare fuoco verde dal bersaglio verso un'altra creatura a tua scelta che puoi vedere entro 5 piedi da esso. La seconda creatura subisce danno da fuoco pari al tuo modificatore di capacità di incantesimo. Il danno di questo incantesimo aumenta quando raggiungi determinati livelli. Al 5° livello, l'attacco in mischia infligge un extra 1d8 di danno da fuoco al bersaglio se colpisce, e il danno da fuoco alla seconda creatura aumenta a 1d8 + il tuo modificatore di capacità di incantesimo. Entrambi i tiri per i danni aumentano di 1d8 al 11° livello (2d8 e 2d8) e al 17° livello (3d8 e 3d8).

### Incantesimi di 1° Livello

#### Maledizione (Ammaliamento, Concentrazione — PHB 2014)

**Tempo:** 1 azione bonus | **Gittata:** 90 ft (27 m) | **Componenti:** V, S, M (the petrified eye of a newt) | **Durata:** 1 ora

Poni una maledizione su una creatura che puoi vedere nel raggio d'azione. Finché l'incantesimo non termina, infliggi un danno necrotico aggiuntivo 1d6 al bersaglio ogni volta che lo colpisci con un attacco. Inoltre, scegli un'abilità quando lanci l'incantesimo. Il bersaglio ha svantaggio alle prove di abilità effettuate con l'abilità scelta. Se il bersaglio scende a 0 punti ferita prima che questo incantesimo termini, puoi usare un'azione bonus nel tuo turno successivo per maledire una nuova creatura. Un remove curse lanciato sul bersaglio termina questo incantesimo in anticipo.

#### Ai Livelli Superiori.

When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

#### Scudo (Abiurazione — PHB 2014)

**Tempo:** 1 reazione | **Gittata:** Sé | **Componenti:** V, S | **Durata:** 1 round

Una barriera invisibile di forza magica appare e ti protegge. Fino all'inizio del tuo prossimo turno, ottieni un bonus di +5 alla CA, incluso contro l'attacco che ha scatenato l'effetto, e non subisci danni da dardi incantati.

### Incantesimi di 2° Livello

**Passo Nebbioso** (Evocazione — PHB 2014)

**Tempo:** 1 azione bonus | **Gittata:** Sé | **Componenti:** V | **Durata:** Istantanea

Circondato brevemente da una nebbia argentea, ti teletrasporti fino a 30 piedi in uno spazio non occupato che puoi vedere.