

Rav (Rogue|Fighter)

CHARACTER NAME

Level 9 Human Rogue, Scout (4) / Fighter, Battle Master (5)
CHARACTER LEVEL, RACE, & CLASS

48000
EXPERIENCE

_Generic Background
BACKGROUND

ALIGNMENT DEITY

Player One
PLAYER NAME

STRENGTH

+0

10

DEXTERITY

+5

20

CONSTITUTION

+1

13

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

-1

8

PROFICIENCY BONUS +4

SAVING THROWS

- +0 Strength
- +9 Dexterity
- +1 Constitution
- +5 Intelligence
- +2 Wisdom
- 1 Charisma

SKILLS

- +9 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +1 Arcana (Int)
- +4 Athletics (Str)
- +7 Deception (Cha)
- +1 History (Int)
- +2 Insight (Wis)
- 1 Intimidation (Cha)
- +5 Investigation (Int)
- +2 Medicine (Wis)
- +5 Nature (Int)
- +10 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- +1 Religion (Int)
- +9 Sleight of Hand (Dex)
- +13 Stealth (Dex)
- +10 Survival (Wis)

PASSIVE PERCEPTION 20

INITIATIVE +5 2 Attacks / Attack Action

ARMOR

Studded Leather

SHIELD

17 AC

ARMOR CLASS

MAXIMUM 62 **HIT DICE** 4d8/5d10 **TEMPORARY**

CURRENT HIT POINTS

SPEED 30ft. **FLY** 0ft. **CLIMB** 0ft. **SWIM** 0ft.

VISION **INSPIRATION** **EXHAUSTION**

SPEED, SENSES, & CONDITIONS

RACIAL TRAITS

NAME	RANGE	ATTACK	DAMAGE / TYPE
Musket	40/120	+11 vs AC	1d12+5 piercing
Ammunition, Loading, Two-Handed			

ATTACKS & SPELLCASTING

Sharpshooter. Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls. Your ranged weapon attacks ignore half cover and three-quarters cover. Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Gunner. You ignore the loading property of firearms. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Sneak Attack. Once per turn, you can deal an extra 2d6 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.

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.

Cunning Action. 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.

Scout. Combines stealth with a knack for survival

Steady Aim (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.

Skirmisher (Reaction). Move up to half your speed when an enemy ends its turn within 5ft. This doesn't provoke opportunity attacks.

Fighting Style.
Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Second Wind (Bonus Action—1/Short Rest). You regain 1d10+5 hp.

Action Surge (1/Short Rest). On your turn, you can take one additional action on top of your regular action.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn

Combat Superiority. You learn maneuvers that are fueled by special dice called superiority dice. You have 4 superiority dice which are d8s. DC 17

Disarming Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Pushing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

Precision Attack. When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Firearms, Simple Weapons, Crossbow, Hand, Longsword, Rapier, Shortsword, Martial Weapons

Tool Proficiencies. Thieves' tools

Languages. Common, Thieves' Cant

PROFICIENCIES & LANGUAGES