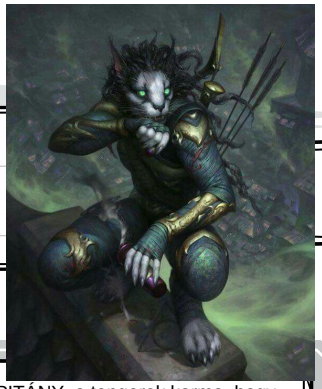
DUNGEONS & DRAGONS®

Hyginos a tengerek karma

CHARACTER NAME

Scout Rogue 8	Pirate
CLASS & LEVEL	BACKGROUND
Tabaxi	Chaotic Neutral
RACE	ALIGNMENT



+3 PROFICIENCY BONUS

INSPIRATION

10 +0 STRENGTH
- +0 SAVING THROWS
- +6 ATHLETICS

22 +6 DEXTERITY
- +9 SAVING THROWS
- +9 ACROBATICS
- +9 SLEIGHT OF HAND
- 12 STEALTH

14 +2 CONSTITUTION
- +2 SAVING THROWS

12 +1 INTELLIGENCE
- +4 SAVING THROWS
- +1 ARCANA
- +1 HISTORY
- +4 INVESTIGATION
- +7 NATURE
- +1 RELIGION

10 +0 WISDOM
- +0 SAVING THROWS
- +0 ANIMAL HANDLING
- +3 INSIGHT
- +0 MEDICINE
- +3 PERCEPTION
- +6 SURVIVAL

14 +2 CHARISMA
- +2 SAVING THROWS
- +2 DECEPTION
- +8 INTIMIDATION
- +2 PERFORMANCE
- +2 PERSUASION

13 PASSIVE WISDOM (PERCEPTION)

18 ARMOR CLASS

+6 INITIATIVE

30 SPEED

HIT POINT MAXIMUM 59

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8 x (D8 + 2)

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

Hyginos KAPITÁNY, a tengerek karma, hogy pontosítsak. Száz város kifosztója, ezer hajó felgyújtója. De már felhagytam ezzel az élettel, nincs már meg a hajsza izgalma, csak egy pohár kecsketejet kérek.

PERSONALITY TRAITS

A magam sorsának kovácsa vagyok.

IDEALS

Magam se tudom, hol születtem vagy honnan származom. A nagyvilág az otthonom, s addig nem nyugszom, míg minden szegletét be nem jártam.

BONDS

Gyakran játszom az áldozataimmal, mint macska az egérrel.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Shortbow	+9	D6+6 P
Shortsword	+9	D6+6 P
Claws	+3	1d4+0 S

Sneak Attack: Once per turn, you can deal an extra 4d6 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.

Cat's Claws: 20 feet climbing speed. Has claws as natural weapon.

ATTACKS & SPELLCASTING

Cunning Action: You can take a bonus action on each of your turns in combat. This action can be used to take the Dash, Disengage or Hide action.

Uncanny Dodge: When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion: When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Skirmisher: You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

Feline Agility: When you move on your tum in combat, you can double your speed until the end of the tum. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Darkvision: 60 feet

Armor Proficiency: Light armor

Weapon Proficiency: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tool Proficiency: Navigator's tools, Vehicles (water),
Thieves' tools (expertise: +12)

OTHER PROFICIENCIES & LANGUAGES

Thieves' Cant: You know 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 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.

Combat Equipment: Shortsword, Shortbow (20 arrows), Studded leather armor

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