



# GORMADOC

Rogue 8 (Arcane Trickster)

CLASS & LEVEL

36,040

EXPERIENCE POINTS

Greg Fleming

PLAYER NAME

Half-Elf

RACE

Charlatan

BACKGROUND

Greyhawk

CAMPAIGN or PLAYER ID

STR  
**+0**  
10

**+3** PROFICIENCY BONUS



ARMOR CLASS (AC)

15



INITIATIVE

+4



SPEED

30 ft.

DEX  
**+4**  
19

## SAVING THROWS

- +0 Strength Saves
- +7 Dexterity Saves \*
- +1 Constitution Saves
- +5 Intelligence Saves \*
- 1 Wisdom Saves
- +2 Charisma Saves
- \* Prof. bonus added

CON  
**+1**  
13

## SKILLS

- +7 Acrobatics (Dex) \*
- 1 Animal Handling (Wis)
- +2 Arcana (Int)
- +3 Athletics (Str) \*
- +5 Deception (Cha) \*
- +2 History (Int)
- 1 Insight (Wis)
- +2 Intimidation (Cha)
- +5 Investigation (Int) \*
- 1 Medicine (Wis)
- +2 Nature (Int)
- +2 Perception (Wis) \*
- +5 Performance (Cha) \*
- +2 Persuasion (Cha)
- +2 Religion (Int)
- +10 Sleight of Hand (Dex) \*\*
- +10 Stealth (Dex) \*\*
- 1 Survival (Wis)

\* Prof. bonus added

INT  
**+2**  
14

WIS  
**-1**  
8

CHA  
**+2**  
14

**12** PASSIVE WISDOM (PERCEPTION)

## PROFICIENCIES & LANGUAGES

**Armor:** light armor

**Weapons:** simple weapons, hand crossbow, longsword, rapier, shortsword

**Tools:** disguise kit, forgery kit

**Saving Throws:** Dexterity, Intelligence

**Skills:** Acrobatics, Athletics, Deception, Investigation, Perception, Performance, Sleight of Hand, Stealth

**Languages:** Common, Thieves' Cant, Dwarvish, Elvish

## ENCUMBRANCE

**Lifting & Carrying:** 150 lbs. max. carrying capacity; 300 lbs. pushing or dragging (speed -5 ft.); 300 lbs. max. lift.



HIT POINTS

51

HIT DICE

8d8

DEATH SAVES: Success O O O Fail O O O

## WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d8+4 piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +7 to hit. *Hit:* 1d6+4 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed.)

**Dagger.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. 1d4+4 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

## MAGIC & SPECIAL ATTACKS

**Sneak Attack:** Once per turn, deal extra damage to one creature hit if attack with advantage using finesse or ranged weapon. Don't need advantage if an enemy of the target is within 5 feet of it, enemy isn't incapacitated, and you don't have disadvantage on attack.

## EQUIPMENT & TREASURE

**Carried Gear (PHB, p. 143):** leather armor (AC 11), rapier, two (2) daggers, shortbow and 20 arrows, disguise kit (cosmetics, hair dye, props, etc.), thieves' tools (lockpicks, small file and pliers, tiny mirror), belt pouch, set of fine clothes, tools of the con (various small convincing fakes). (This load is about 36 lbs.; add 1 lb. per 50 coins carried.)

**Magic Items (DMG p. 135)**  
• 2 *potions of healing* (2d4+2 hp)

(a) *Item attuned to character.*

**Coins & Gems:** 533 gold pieces (gp); 22 silver pieces (sp); 7 copper pieces (cp); 3 gems (worth 50 gp each)

## FEATURES, TRAITS & MORE

**Alignment:** Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

**Charlatan Background (PHB p. 128)**

- **Feature:** False Identity.
- **Traits:** Constantly picking pockets of strangers. Seductive personality.
- **Ideal:** Never repeats the same con.
- **Bond:** Gives money to orphans.
- **Flaw:** Greed wins over smarts.

**Half-Elf Traits (PHB p. 38)**

- Age: 47 years old
- Medium Size (5' 3", 146 lbs.)
- Darkvision (60 feet)
- Fey Ancestry (vs. charm, no sleep)

**Rogue Class Features (PHB p. 94)**

- Expertise (prof. noted with \*\*)
- Sneak Attack (+4d6)
- Thieves' Cant (slang speak in code)
- Cunning Action (Dash, Disengage or Hide)
- Cantrips, Spellcasting
- *Magical Hand* Legerdemain
- Uncanny Dodge (reax. for half damage)
- Evasion (area effect half or no damage)

**Spellcasting (PHB p. 201)**

**Spell Attack Modifier +5**  
**Spell Save DC 13**



**Cantrips Known:** *Magical Hand, Prestidigitation, True Strike*

**Prepared Spells**

1st Level (4 slots): *Charm Person, Sleep, Mage Armor, Detect Magic*

2nd Level (2 slots): *Invisibility, Phantasmal Force*