

Colonel Jesper Quickload

CHARACTER NAME

Swashbuckler Rogue 3  
CLASS & LEVEL

Criminal (Con Man)  
BACKGROUND

PLAYER NAME

Harengon  
RACE

Neutral Good  
ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**  
-1  
8

**DEXTERITY**  
2  
14

**CONSTITUTION**  
1  
12

**INTELLIGENCE**  
0  
10

**WISDOM**  
2  
14

**CHARISMA**  
4  
18

**INSPIRATION**

2 **PROFICIENCY BONUS**

**SAVING THROWS**

- 1 Strength
- 4 Dexterity
- 1 Constitution
- 2 Intelligence
- 2 Wisdom
- 4 Charisma

**SKILLS**

- 4 Acrobatics (Dex)
- 2 Animal Handling (...)
- 0 Arcana (Int)
- 1 Athletics (Str)
- 6 Deception (Cha)
- 0 History (Int)
- 4 Insight (Wis)
- 4 Intimidation (Cha)
- 0 Investigation (Int)
- 2 Medicine (Wis)
- 0 Nature (Int)
- 6 Perception (Wis)
- 6 Performance (Cha)
- 4 Persuasion (Cha)
- 0 Religion (Int)
- 2 Sleight of Hand (D...)
- 4 Stealth (Dex)
- 2 Survival (Wis)

16 **PASSIVE WISDOM (PERCEPTION)**

**TOOL:** Playing Card Set, Thieves' Tools+

**LANGUAGE:** Thieves' Cant

**ARMOR:** Light Armor

**WEAPON:** Hand Crossbow, Longsword, Rapier, Shortsword, Simple weapons

**OTHER:** Thieves' Tools

**OTHER PROFICIENCIES & LANGUAGES**

15 **ARMOR CLASS**

8.14 **INITIATIVE**

30 **SPEED**

Hit Point Maximum 21

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 3 **HIT DICE**

**SUCCESSSES** ○○○○

**FAILURES** ○○○○

**DEATH SAVES**

**ATTACKS & SPELLCASTING**

NAME	ATK	DAMAGE/TYPE
Rapier	+4	1d8+2 Piercing
Shortbow	+4	1d6+2 Piercing
Dagger	+4	1d4+2 Piercing
Dagger	+4	1d4+2 Piercing

CP	SP	EP	GP	PP
			15	

1 Dark Common Clothes Including a Hood

1 Belt Pouch

1 Rapier

1 Shortbow

1 Quiver

20 Arrows

1 Leather Armor

**EQUIPMENT**

The first thing I do when I meet someone new, I want to figure out how best to deceive them. The best way to get me to do something is to tell me I can't do it.

**PERSONALITY TRAITS**

I'm loyal to my confidants and my goals, not to any ideals. Anyone else can kiss my fluffy ass. (Neutral)

**IDEALS**

I will become the greatest thief who ever lived.

**BONDS**

When I see someone with wealth and power, I can't think about anything but how to take it from them.

**FLAWS**

- Thieves' Cant
- Sneak Attack
- Leporine Senses
- Hare-Trigger
- Lucky Footwork
- Rabbit Hop
- Criminal Contact
- Actor
- Cunning Action
- Steady Aim
- Fancy Footwork
- Rakish Audacity
- Sneak Attack
- FEATURES & TRAITS**

NAME	ATK	DAMAGE/TYPE
<b>ATTACKS &amp; SPELLCASTING</b>		

CP	SP	EP	GP	PP	
2					Dagger
1					Crowbar
1					Burglar's Pack
1000					ball bearing
1					string
1					Backpack
5					Candle
1					Crowbar
1					Hammer
5					Piton
1					Hooded lantern
5					Rations
1					Tinderbox
1					Waterskin
1					Hempen rope
1					+1 studded leather armor
<b>EQUIPMENT</b>					

Total:     2      
**2**  
 RABBIT HOP

Total:     20      
**20**  
 ARROWS

Total:           

Total:           

Total:           

Total:           

Total:           

Total:

# FEATURES & TRAITS

## Thieves' Cant

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.

## Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. 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. 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.

## Leporine Senses

You have proficiency in the Perception skill.

## Hare-Trigger

You can add your proficiency bonus to your initiative rolls.

## Lucky Footwork

When you fail a Dexterity saving throw, you can use your reaction to roll a d4 and add it to the save, potentially turning the failure into a success. You can't use this reaction if you're prone or your speed is 0.

## Rabbit Hop

As a bonus action, you can jump a number of feet equal to five times your proficiency bonus, without provoking opportunity attacks. You can use this trait only if your speed is greater than 0. You can use it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Criminal Contact

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

## Actor

Skilled at mimicry and dramatics, you gain the following benefits: Increase your Charisma score by 1, to a maximum of 20. You have an advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person. You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

## Cunning Action

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.

## Steady Aim

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.

## Fancy Footwork

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

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 the attack roll to use your 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.

## Sneak Attack

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.