



Hauptert Ruddenheim The 3rd

Rogue 18 (Assassin)

CLASS & LEVEL

Stout Halfling

RACE/ANCESTRY/HERITAGE

288,850

EXPERIENCE POINTS

Outlander

BACKGROUND

Convention Player

PLAYER NAME

Crimson Conspiracy Ch1

CAMPAIGN or PLAYER ID

STR
+1
13

+6 PROFICIENCY BONUS

ARMOR CLASS (AC)

INITIATIVE

SPEED

21

+7

35 ft.

FEATURES, TRAITS & MORE

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

Outlander Background [PHB p. 136]

- **Feature:** Wanderer.
- **Tech:** Medieval / Steel Age.
- **Traits:** Comedian Clever
- **Ideal:** Respect that all life is sacred.
- **Bond:** Gives aid to those in need.
- **Flaw:** Covets money

Stout Halfling Traits [PHB p. 26]

- Creature Type: Humanoid
- Age: 66 years old
- Small Size (3' 0", 45 lbs.)
- Brave (adv. fear saves)
- Halfling Nimbleness (through occupied spaces)
- Lucky (reroll 1s on d20s)
- Stout Resilience (versus poison)

Rogue Class Features [PHB p. 94]

- Expertise (prof. noted with **)
- Sneak Attack (+9d6)
- Thieves' Cant (slang speak in code)
- Cunning Action (Dash, Disengage or Hide)
- Assassinate (adv. vs. no turn yet and any hit auto-critical)
- Uncanny Dodge (reax. for half damage)
- Evasion (area effect half or no damage)
- Infiltration Expertise (fake an identity)
- Reliable Talent (prof. skill d20 under 10 as 10)
- Impostor (mimic another)
- Blindsense (hear unseen within 10 ft.)
- Slippery Mind (proficiency bonus on Wisdom saves)
- Death Strike (surprised target must Constitution DC 14 save or suffer double damage)
- Elusive (no attack adv. against you)

DEX
+7
25

SAVING THROWS

- +1 Strength Saves
- +13 Dexterity Saves *
- +5 Constitution Saves
- +8 Intelligence Saves *
- +8 Wisdom Saves *
- +5 Charisma Saves
- * Prof. bonus added

Armor Worn: +2 Studded leather

HIT POINTS

183

HIT DICE

18d8

DEATH SAVES: Success O O O Fail O O O

CON
+5
21

SKILLS

- +7 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +2 Arcana (Int)
- +7 Athletics (Str) *
- +11 Deception (Cha) **
- +2 History (Int)
- +8 Insight (Wis) *
- +5 Intimidation (Cha)
- +8 Investigation (Int) **
- +2 Medicine (Wis)
- +2 Nature (Int)
- +2 Perception (Wis)
- +5 Performance (Cha)
- +5 Persuasion (Cha)
- +2 Religion (Int)
- +19 Sleight of Hand (Dex) **
- +19 Stealth (Dex) **

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier +3. *Melee Weapon Attack:* +16 to hit, reach 5 ft. *Hit:* 1d8+10 piercing damage.

Shortbow +4. *Ranged Weapon Attack:* +17 to hit. *Hit:* 1d6+11 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed.)

Dagger+5 . *Melee or Ranged Weapon Attack:* +18 to hit, reach 5 ft. 1d4+12 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Feats - see next page

Sneak Attack: Once per turn, deal +9d6 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

Magic Items [DMG p. 135]

- +2 Studded leather armor (AC bonus)
- figurine of wondrous power (silver raven)
- horn of Valhalla (silver)
- ring of evasion (a)
- robe of useful items
- 2x potion of superior healing (8d4+8 hp)

(a) Item attuned to character.

Coins & Gems: 40,011 gold pieces (gp); 25 silver pieces (sp); 57 copper pieces (cp); 4 gems (worth 1,000 gp each)

PROFICIENCIES & LANGUAGES

Armor: light armor

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

Tools: disguise kit, musical instrument (flute), poisoner's kit, thieves' tools

Saving Throws: Dexterity, Intelligence, Wisdom

Skills: Athletics, Insight, Sleight of Hand, Stealth, Survival

Languages: Common, Thieves' Cant, Halfling, Sylvan

ENCUMBRANCE

Lifting & Carrying: 195 lbs. max. carrying capacity; 390 lbs. pushing or dragging (speed -5 ft.); 390 lbs. max. lift.

FEATS

Athlete Feat [PHB p. 165]: Stand from prone costs only 5 feet speed, climb at full speed, long jump after 5-foot move.

Lucky Feat [PHB p. 167]: Reroll one of your attacks, ability checks or saves, or an attack on you, three different times betw. long rests.

Mobile Feat [PHB p. 168]: Faster, not slowed by terrain on a Dash, avoid opportunity attacks from targets you target in a turn.

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

MORE EQUIPMENT

Carried Gear [PHB, p. 143]: rapier, two (2) daggers, shortbow and 20 arrows, disguise kit (cosmetics, hair dye, props, etc.), poisoner's kit (vials, chemicals, venoms), thieves' tools (lockpicks, small file and pliers, tiny mirror), belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 51 lbs.; add 1 lb. per 50 coins carried.)

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.