

Jorge D'Souva

CHARACTER NAME

Rouge

CLASS

Portuguese

RACE

Spy

BACKGROUND

24

AGE

PLAYER NAME

Level 2

LEVEL

INSPIRATION

STRENGTH

10

0

DEXTERITY

17

+3

CONSTITUTION

10

0

INTELLIGENCE

11

0

WISDOM

13

+1

CHARISMA

13

+1

+2 PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

+8*

INITIATIVE

30 ft

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____ 2d8

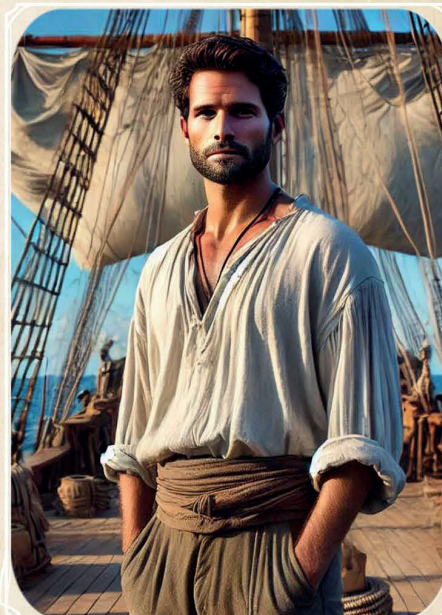
2d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES



NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+5	1d6+3 s
Dagger - off hand	+5	1d4 p
Pistol 30/90	+5	1d10+3 p

ATTACKS & SPELLCASTING

Sneak Attack: 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.

Cunning Action: 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.

Spy: You have a history as an espionage agent that was officially sanctioned of the crown.
Skills: Deception, Stealth, Forgery

Quick Reactions: +5 on initiative rolls.

13

PASSIVE WISDOM (PERCEPTION)

Languages: Portuguese, French, English, Thieve's cant

Armor: Leather

Weapons: Simple weapons

Tools: Thieves tools, Dice, Forgery kit

OTHER PROFICIENCIES, LANGUAGES & SPELLS

Shortsword
Dagger x 2
Pistol
Leather armor
Backpack
Tinderbox
Waterskin
Thieves tools (lockpick, crowbar, pitons and hammer)
Rope
Oil (flask)
Spyglass
Powder horn and lead shot (20)
Dice

EQUIPMENT

FEATURES & TRAITS

CHARACTER: JORGE D'SOUVA

BACKSTORY

Trained as a spy to the Portuguese crown, Jorge was returning to Portugal posing as a deckhand on a whaling ship when it was accosted by pirates. Temporarily pressed into service, he was found to be a competent deckhand but could not return to Portugal for some time. The pirates were chased down and captured by the famous Portuguese pirate hunter Captain Fernando Rodrigo De Silva. All the pirates were brought to Lisbon for imprisonment and execution by hanging. Jorge manages to escape prison but is now on the run as a fugitive.

Hinderances: Secret (Spy), Vengeful (Betrayed), Wanted (By Portugal)

LEVEL 3 ADVANCEMENT SUGGESTIONS:

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.

Subclass - Cat Burglar

Nimble Climber: You have a climbing speed equal to your walking speed. In addition, when you are falling, you can use your reaction to soften the fall. You reduce the falling damage you take by an amount equal to your proficiency bonus + your rogue level. You don't land prone unless the damage you take from the fall reduces you to less than half your hit point maximum.

Artful Dodger: Alert to the dangers posed by hidden traps and wards, you have advantage on saving throws made to avoid or resist a trap or a magic effect with a trigger, such as the glyph of warding spell, and resistance to the damage dealt by such effects

LEVEL 4 ADVANCEMENT SUGGESTIONS:

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Recommendation: +1 DEX (18), +1 WIS (14) - Adjust Attribute modifier