



ALEXANDER PERIOT

Rogue 8 (Mastermind)
CLASS & LEVEL
Vampire (Human Origin)
RACE/ANCESTRY/HERITAGE

36,040
EXPERIENCE POINTS
Charlatan
BACKGROUND

Matthew Stanton
PLAYER NAME
The City Under Endless Night
CAMPAIGN or PLAYER ID

STR
+4
18

+3 PROFICIENCY BONUS

ARMOR CLASS (AC)
16

INITIATIVE
+5

SPEED
30 ft.

DEX
+5
20

SAVING THROWS
+4 Strength Saves
+8 Dexterity Saves *
+4 Constitution Saves
+5 Intelligence Saves *
-1 Wisdom Saves
+4 Charisma Saves
* Prof. bonus added



HIT POINTS
75

HIT DICE
8d8

DEATH SAVES: Success O O O Fail O O O

CON
+4
18

SKILLS
+5 Acrobatics (Dex)
-1 Animal Handling (Wis)
+2 Arcana (Int)
+7 Athletics (Str) *
+10 Deception (Cha) **
+2 History (Int)
-1 Insight (Wis)
+4 Intimidation (Cha)
+5 Investigation (Int) *
-1 Medicine (Wis)
+2 Nature (Int)
+2 Perception (Wis) *
+4 Performance (Cha)
+7 Persuasion (Cha) **
+2 Religion (Int)
+11 Sleight of Hand (Dex) **
+11 Stealth (Dex) **
-1 Survival (Wis)
* Prof. bonus added

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 1d8+5 piercing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit. *Hit:* 1d6+5 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:* +8 to hit, reach 5 ft. 1d4+5 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Sneak Attack: Once per turn, deal +4d6 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.)

Coins & Gems: 608 gold pieces (gp); 80 silver pieces (sp); 14 copper pieces (cp); 4 gems (worth 50 gp each)

WIS
-1
8

12 PASSIVE WISDOM (PERCEPTION)

CHA
+4
18

PROFICIENCIES & LANGUAGES

Armor: light armor

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

Tools: disguise kit, forgery kit, gaming set (Dragonchess), thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Athletics, Deception, Investigation, Perception, Sleight of Hand, Stealth

Languages: Common, Thieves' Cant, Goblin, Halfling, Infernal

ENCUMBRANCE

Lifting & Carrying: 270 lbs. max. carrying capacity; 540 lbs. pushing or dragging (speed -5 ft.); 540 lbs. max. lift.

FEATURES, TRAITS & MORE

Alignment: Neutral Evil. I lack compassion and do whatever I want, promoting control over others above all else.

Charlatan Background [PHB p. 128]

- **Feature:** False Identity.
- **Traits:** Lies for no reason. Crass manner.
- **Ideal:** To your own self be true, sure. But to all others, lie.
- **Bond:** Vowed to free imprisoned mentor.
- **Flaw:** Wastes money in taverns.

Rogue Class Features [PHB p. 94, XGtE p. 46]

- Expertise (prof. noted with **)
- Sneak Attack (+4d6)
- Thieves' Cant (slang speak in code)
- Cunning Action (Dash, Disengage or Hide)
- Master of Inigue (bonus proficiencies, also mimic known speech heard for 1 minute)
- Master of Tactics (Help as bonus action up to 30 feet)
- Uncanny Dodge (use reaction for half damage vs. attack you can see)
- Evasion (area effect half or no damage)

FEATURES, TRAITS (cont.)

Vampire Traits [MM p. 297]

- Creature Type: Undead
- Age: 219 years old
- Medium Size (5' 4", 166 lbs.)
- Damage Resistances (bludgeoning, piercing, and slashing from nonmagical attacks)
- Darkvision (60 feet)
- Shapechange (bat or mist)
- Misty Escape (cloud at 0 h.p.)
- Regeneration (10 h.p./turn)
- Spider Climb (no ability check needed)
- Vampire Weaknesses (forbiddance, harmed by running water, stake to the heart, sunlight hypersensitivity)
- Unarmed Strike (+8 to hit, reach 5 ft. *Hit*: 1d8+5 bludgeoning dmg. or grapple)
- Bite (+8 to hit willing, grappled, incapacitated, restrained target, *Hit*: 1d6+5 piercing dmg. and 2d6 necrotic damage; regain h.p. equal to necrotic damage)
- Charm (action, range 30 ft., DC 15 Wis. save)
- Children Of The Night (outside, call 1d4 wolves)

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.

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.