

Rogue 6 - Divine Herald Acolyte

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Stout Halfling

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

10

DEXTERITY

18

CONSTITUTION

16

INTELLIGENCE

10

WISDOM

13

CHARISMA

10

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- ☐ - Strength
 - ☒ +7 Dexterity
 - ☐ +3 Constitution
 - ☒ - Intelligence
 - ☐ +1 Wisdom
 - ☐ - Charisma

- SKILLS
- ☐ +4 Acrobatics (Dex)
 - ☐ +1 Animal Handling (Wis)
 - ☐ - Arcana (Int)
 - ☐ - Athletics (Str)
 - ☐ - Deception (Cha)
 - ☐ - History (Int)
 - ☒ +7 Insight (Wis)
 - ☐ - Intimidation (Cha)
 - ☐ - Investigation (Int)
 - ☐ +1 Medicine (Wis)
 - ☐ - Nature (Int)
 - ☒ +7 Perception (Wis)
 - ☐ - Performance (Cha)
 - ☐ - Persuasion (Cha)
 - ☒ - Religion (Int)
 - ☐ +4 Sleight of Hand (Dex)
 - ☒ +7 Stealth (Dex)
 - ☐ +1 Survival (Wis)

15

ARMOR CLASS

+4

INITIATIVE

25'

SPEED

Hit Point Maximum 51

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

shortswrd

+5

1d6 + 3

dagger

+5

1d4 + 3

shortbow

+5

1d6 + 3

sneak attack : 3d6 radiant damage

*shortsword finesse, light

*dagger finesse, light, thrown (20/60)

*shortbow Ammo, range (80/320), two handed

Theive's Tools +7

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

common, halfling, goblin, abyssal

Armor: light

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

Tools: thief's tools

OTHER PROFICIENCIES & LANGUAGES

CP

45

shortsword, shortbow, arrows (20), dagger (2), leather armor

SP

holy symbol, prayer book, incense (5), vestments, common clothes, pouch

EP

a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, a waterskin, 50' hemp rope.

GP

PP

EQUIPMENT

LUCKY.

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

BRAVE.

You have advantage on saving throws against being frightened.

HALFLING NIMBLENESS.

You can move through the space of any creature that is of a size larger than yours.

STOUT RESILIENCE.

You have advantage on saving throws against poison, and you have resistance against poison damage.

EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

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.

THIEF'S 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.

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.

UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

FEATURES & TRAITS



Rogue (prepare 4)

SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0

CANTRIPS

Guidance

Resistance

Sacred Flame

Spare the Dying

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

- ☒ Bless
- ☒ Cure Wounds
- ☒ Healing Word
- ☒ Shield of Faith

4

7

8

2

5

9

SPILLS KNOWN



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

Roguish Archetype: Divine Herald SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the cleric spell list.

Cantrips. You learn three cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

Spell Slots. The Divine Herald Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

CHARACTER BACKSTORY

HARBINGER OF FAITH

Starting at 3rd level, your Sneak Attack deals radiant damage instead of dealing the damage of the same type as your weapon.

Additionally, when you hit a creature with a weapon attack on your turn, you can instill doubt in your target, causing it to question its convictions. The target must make a successful Wisdom saving throw or suffer disadvantage on the next attack it makes within 1 minute. You can use this feature an amount of times equal to your Wisdom modifier (minimum of 1). You regain all uses after a long rest.

ADDITIONAL FEATURES & TRAITS

DOGMA VOTARY

At 3rd level, your studies have given you a wide knowledge of religion and its impact on life. Whenever you make an Intelligence (History or Religion) check to recall information about the gods or their worshipers, you are considered proficient in these skills and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

TREASURE