

**NAME:** \_\_\_\_\_  
**CLASS:** Rogue  
**BACKGROUND:** High Born  
**RACE:** Val (val'Sheem)  
**NATIONALITY:** The Coryani Empire (Cafela)  
**CHURCH:** Mother Church of Coryan  
**DEITY:** Larissa  
**LEVEL:** 1st

**ABILITY SCORES**

	SCORE	BONUS	SAVING THROWS
<b>STRENGTH:</b>	10	+0	+0 <input type="checkbox"/>
<b>DEXTERITY:</b>	16	+3	+5 <input checked="" type="checkbox"/>
<b>CONSTITUTION:</b>	10	+0	+0 <input type="checkbox"/>
<b>INTELLIGENCE:</b>	14	+2	+5 <input checked="" type="checkbox"/>
<b>WISDOM:</b>	12	+1	+1 <input type="checkbox"/>
<b>CHARISMA:</b>	14	+2	+2 <input type="checkbox"/>
<b>BLOODRANK</b>	1		
<b>PROFICIENCY BONUS</b>	+2		
<b>PASSIVE PERCEPTION</b>	13		
<b>SPEED</b>			
<b>SPEED:</b>	30'		
<b>SPECIAL:</b>	0		

SKILLS	
SKILL (PRIMARY ABILITY)	TOTAL BONUS
Acrobatics (Dex) ☞	+5
Animal Handling (Wis)	+2
Arcana (Int)	+1
Athletics (Str)	+0
Deception (Cha) ☞*	+5
History (Int)	+1
Insight (Wis) ☞	+3
Intimidation (Cha)*	+3
Investigation (Int)	+1
Medicine (Wis)	+1
Nature (Int)	+1
Perception (Wis) ☞	+3
Performance (Cha) ☞*	+5
Persuasion (Cha) ☞*	+5
Religion (Int)	+1
Sleight of Hand (Dex)	+3
Stealth (Dex) ☞ †	+7
Survival (Wis)	+2
☞ Trained skill *1/2 blood rank added † double proficiency bonus.	
OTHER PROFICIENCIES	
Thieves' tools †	+4
Forgery Kit	+2
Lute, Drum	+2

LANGUAGES
Low Coryani
High Coryani
Altharin
Cancerese
Low Khitani

LITERATE?

**PERSONALITY TRAITS**

*Though I may be a noble, I have never felt at ease among the upper class. I have always felt myself more comfortable among the common man.*

**IDEALS**

*Independence: I need not the protection of my family, but I am not beyond dropping their name and using my family's influence.*

**BONDS**

*I may not share my time with my family, but I will do anything for a fellow val'Sheem*

**FLAWS**

*I have an insatiable desire for all sorts of hedonistic pleasures; I am a val'Sheem after all.*

**DEFENSES & HEALTH**

ARMOR CLASS	TEMP HP	CURRENT HP
15		
HIT POINTS		
8		
HIT DICE		
1D8		
	DEATH SAVES	
	MADE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FAILED

ATTACK	TO HIT	DAMAGE	SPECIAL/RANGE
<b>SIDE SWORD</b>	+5	1D8+3(P)	
Finesse			
<b>4 DAGGERS</b>	+5	1D4+3(P)	80/320
Light, Finesse			
<b>FLINTLOCK PISTOL</b>	+5	1D8+3(P)	20/80
Ammunition (10 shots), Ammunition, light, loading, special			

**DUAL WEAPON FIGHTING IN ARCANIS**

On Arcanis, many common fighting styles focus on using a dagger or club in the off-hand for parrying and as an extra angle of attack.

If you are wielding a dagger or club in one hand and another weapon in your other hand, when you take the Attack action you can make an attack with the other weapon and then make an attack with the dagger or club as a bonus action. You do not add your ability modifier to the damage roll for your second attack.

You must be proficient in both the weapons you use to make these attacks. This weapon you use to make the first attack does not need to be a light weapon.



## EQUIPMENT:

**Burglar's Pack:** Includes 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, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Side Sword, Daggers (2) Adorned Flintlock Pistol (10 shots), Studded Leather Armor, thieves' tools

## WEAPONS: NEW WEAPON QUALITIES

**Flintlocks:** Altheria may be a center of knowledge and learning, but it is the power of blastpowder that has kept the Republic of Altheria safe for many years. The Altherians' advanced understanding of blastpowder and its explosive potential has aided them in the design of their flintlock weapons.

Altherian flintlocks are designed to take advantage of specific amounts of blastpowder for every shot, leading to the creation of blastpowder rounds – small paper or cloth packets of blastpowder pre-measured to gain the most efficient and accurate shot. Therefore, these fine weapons are usually easier, safer, and faster to reload and fire.

Altherians, as well as clerics and holy champions of Althares, may purchase flintlocks at the listed price and may carry them regardless of rank.

You do not suffer penalties for firing a flintlock while prone. Unless you have a flintlock maintenance kit and are proficient with it, whenever you roll a 1 on a ranged attack roll with a flintlock the weapon malfunctions and jams.

A jammed flintlock cannot be fired. Repairing a jammed flintlock requires proficient use of a flintlock maintenance kit and takes 10 minutes.

Additionally, in Arcanis flintlocks are reinforced and balanced for use as improvised melee weapons. Flintlock pistols may be used as clubs, while flintlock rifles may be used as greatclubs. If you are proficient with a club or greatclub, you can add your proficiency bonus to attack rolls with your flintlock when you use it as an improvised weapon.

**Special:** You suffer also no penalties for firing a flintlock while prone.

## ROGUE ABILITIES

**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. (Stealth and Persuasion where chosen)

**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.

**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.

## ROGUE ARCHETYPE: BARD

There have always been those who understand the power of performance through words in poetry, song, stories, and speeches.

Minstrels perform as musical entertainers. Story-tellers chronicle the deeds of legends as tales. Orators deliver rousing speeches with persuading rhetoric. Poets use the art of wordcraft to describe ideas and scenes. You have a range of diverse knowledge and an understanding of social skills, and as an entertainer and sage you are often welcomed and offered hospitality in exchange for a few tales.

## PERFORMER

When you choose this archetype, you gain skill proficiency in Performance. You also gain two of the following tools proficiencies of your choice: disguise kit, forgery kit, ink pen, gaming set, musical instrument (may choose two games or instruments).

If you are already proficient in Performance, you double your proficiency bonus on ability checks with that skill or when using that tool.

## INSPIRING WORDS

Beginning at 3rd level, you learn how to inspire the best in others. Maybe you tell your ally the story of a conquering hero in a similar situation, relate a parable appropriate to the situation at hand, deliver a motivational speech, recite rousing poetry, or sing a moving song.

choose a friendly creature within 60 feet of you who can hear you. That creature gains one Inspiration die, a d6.

Once within the next 10 minutes, the inspired creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Inspiration die, but they must decide before the GM says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A creature can have only one Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a short or long rest. Your Inspiration die changes when you reach certain levels in the rogue class; the die becomes a d8 at 9th level, a d10 at 13th level, and a d12 at 17th level.

### SONG OF REST

Also beginning at 3rd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest.

If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points. The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

### VAL RACIAL TRAITS:

**Age:** Val mature as normal humans and share their lifespan; oddly, though their bodies show their age, val remain energetic and retain a large measure of their physical prowess in their later years.

**Ability Score Increases:** Your Charisma score increases by 1.

**Size:** Val possess the same range of height as common humans, ranging between 5' to well over 6' tall. Your size is Medium.

**Speed:** Your base walking speed is 30 feet.

**Languages:** You can speak your National Language, you also learn a number of extra languages of your choice equal to your Intelligence modifier. You are not automatically literate though, literacy as well as additional languages are acquired through your chosen background.

**Val Bloodline:** Choose a val family from which you are descended.

You gain an additional ability modifier, called your Blood Rank, which represents the strength of your ability to access the valinoric blessings inherited by your family. You gain your first point of Blood Rank at first level and may select a Bloodline Power to go with it; you gain a second Blood Rank at 3rd level. You may increase your Blood Rank by 1 instead of taking an Ability Score Improvement at levels 8, 12, 16, or 19.

You add your Blood Rank to all Charisma-based skill checks when dealing with humans, val, dark-kin, gnomes, and other beings with human heritage.

### VAL'SHEEM

**Ability Score Increase:** Your Dexterity score increases by 1.

**Ancestral Education:** You gain proficiency in the following skill: Persuasion

**Bloodline Powers:** At 1st level and every time you increase your Blood Rank, you can select a bloodline power. The bloodline power you select must be of a rank equal to or lesser than your new Blood Rank.

**Fortune Favors the Bold (Rank 1):** Luck is a fickle mistress, but She favors those who make their own fortune.

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

At 3rd level your bloodrank increases by 1 and you gain the following bloodline ability.

**The Temptations of the Flesh (Rank 1):** The Divine Harlot blesses Her children with beauty and charisma, making them capable of wooing even the most modest knights of Milandir.

- Your Charisma score increases by 1 to a maximum of 20 (included)
- You gain proficiency in the insight skill.
- Add half your Blood Rank +1 to all charisma based skill checks. (included)