

HUMAN RACE

3RD-LEVEL ROGUE (SCOUT) LEVEL & CLASS

**OUTLANDER** BACKGROUND

MEDIUM SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

PROFICIENCY BONUS



Strenath O <u>+5</u> Dexterity

Constitution

<u>→</u> Intelligence

O \_\_\_\_ Wisdom O \_\_\_\_ Charisma

SAVING THROWS



CONSTITUTION

10

INTELLIGENCE

WISDOM

14

CHARISMA

+5 Acrobatics (Dex)

O \_\_\_\_ Animal Handling (Wis)

Arcana (Int)

44 Athletics (Str)

Deception (Cha)

O \_\_\_\_ History (Int)

O \_\_\_\_ Insight (Wis)

O \_\_\_\_ Intimidation (Cha)

+4 Investigation (Int)

O \_\_\_\_ Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

O \_\_\_\_ Religion (Int)

\_ Sleight of Hand (Dex)

Stealth (Dex)

16

OTHER PROFICIENCIES & LANGUAGES

Survival (Wis)

SKILLS

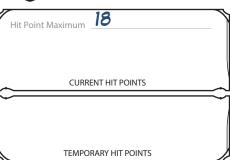
PASSIVE WISDOM

(PERCEPTION)













NAME	ATK BONUS	DAMAGE/TYPE
SHORTBOW 1	+5	1D6+3 PIERCING
SHORTSWORD 2	+5	1D6+3 PIERCING
DAGGER 2,3	+5	1D4+3 PIERCING

YOU CAN FIRE A SHORTBOW 80 FT., OR UP TO 320 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

2 YOU CAN ATTACK WITH YOUR SHORTSWORD AND DAGGER, ONE IN EACH HAND, USING A BONUS ACTION TO MAKE AN EXTRA ATTACK. WHEN DOING SO, YOU DON'T ADD YOUR ABILITY MODIFIER TO THE EXTRA ATTACK'S DAMAGE.

<sup>3</sup> YOU CAN THROW A DAGGER 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

ATTACKS & SPELL CASTING

YOU'RE A STEALTHY, KEEN-EYED SCOUT RANGING THROUGH THE WILDERNESS IN ADVANCE OF YOUR ALLIES. STRIKING FOES FROM THE FOREST'S SHADOWS AND DARTING QUICKLY OUT OF THEIR

ALERT. ALWAYS ON THE LOOKOUT FOR DANGER. YOU GAIN THE FOLLOWING BENEFITS:

- YOU GAIN +5 TO INITIATIVE (ALREADY NOTED)
- · YOU CAN'T BE SURPRISED WHILE YOU ARE CONSCIOUS.
- OTHER CREATURES DON'T GAIN ADVANTATGE ON ATTACK ROLLS AGAINST YOU WHEN THEY ARE UNSEEN BY YOU

SNEAK ATTACK. YOU KNOW HOW TO STRIKE SUBTLY AND EXPLOIT A FOE'S DISTRACTION. ONCE PER TURN, YOU CAN DEAL AN EXTRA 206 DAMAGE TO ONE CREATURE YOU HIT WITH AN ATTACK IF YOU HAVE ADVANTAGE ON THE ATTACK ROLL. THE ATTACK MUST USE A FINESSE OR RANGED WEAPON. YOU DON'T NEED ADVANTAGE ON THE ATTACK ROLL IF ANOTHER ENEMY OF THE TARGET IS WITHIN 5 FT. OF IT, THAT ENEMY ISN'T INCAPACITATED, AND YOU DON'T HAVE DISADVANTAGE ON THE ATTACK ROLL.

CUNNING ACTION. AS A BONUS ACTION ON YOUR TURN, YOU CAN TAKE THE DASH, DISENGAGE, OR HIDE ACTION.

SKMIRMISHER. AS A REACTION, YOU CAN MOVE UP TO HALF YOUR SPEED WHEN AN ENEMY ENDS ITS TURN WITHIN 5 FT. OF YOU, WITHOUT PROVOKING OPPORTUNITY ATTACKS.

THIEVES' 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. (SEE PHB 96 FOR MORE)

WANDERER. YOU HAVE AN EXCELLENT MEMORY FOR GEOGRAPHY AND YOU CAN RECALL THE LAYOUT OF TERAIN, SETTLEMENTS, AND OTHER FEATURES AROUND YOU. PLUS, YOU CAN FIND FOOD AND FRESH WATER FOR YOU AND UP TO FIVE OTHERS EACH DAY.

PROFICIENCIES. LIGHT ARMOUR; SIMPLE WEAPONS, HAND CROSSBOWS, LONGSWORDS RAPIERS, SHORTWORDS; THIEVES' TOOLS (+5); A

LANGUAGES. COMMON, ELVISH

MUSICAL INSTRUMENT.

OUTLANDER GEAR:

- STAFF
- HUNTING TRAP
- TROPHY FROM AN ANIMAL KILL TRAVELER'S CLOTHES
- · 10 GOLD PIECES

ROGUE GEAR:

- SHORT SWORD
- SHORT BOW
- ARROWS ()()()()()()()()()() OOOOOOOOOO
- LEATHER ARMOUR
- DAGGERS (2) THIEVES' TOOLS

## EXPLORER'S PACK:

- BEDROLL
- · MESS KIT TINDERBOX
- 10 TORCHES
- · 10 DAYS RATIONS
- 50 FT. HEMPEN ROPE

**EQUIPMENT** 

**FEATURES & TRAITS** 

