



TABAXI
RACE

3RD-LEVEL ROGUE (SWASHBUCKLER)
LEVEL & CLASS

SAILOR
BACKGROUND

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH
+0
10

DEXTERITY
+3
16

CONSTITUTION
-1
8

INTELLIGENCE
+1
12

WISDOM
+1
13

CHARISMA
+3
16

+2 PROFICIENCY BONUS

- Strength
 - +5** Dexterity
 - Constitution
 - +3** Intelligence
 - Wisdom
 - Charisma
- SAVING THROWS

- +7** Acrobatics (Dex)
 - Animal Handling (Wis)
 - Arcana (Int)
 - +2** Athletics (Str)
 - +5** Deception (Cha)
 - History (Int)
 - +3** Insight (Wis)
 - Intimidation (Cha)
 - Investigation (Int)
 - Medicine (Wis)
 - Nature (Int)
 - +3** Perception (Wis)
 - Performance (Cha)
 - Persuasion (Cha)
 - Religion (Int)
 - +5** Sleight of Hand (Dex)
 - +7** Stealth (Dex)
 - Survival (Wis)
- SKILLS

13 PASSIVE WISDOM (PERCEPTION)

14
ARMOR CLASS

+6
INITIATIVE

30 FEET
SPEED

Hit Point Maximum **15**
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3DB**
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
RAPIER	+5	1D8+3 PIERCING
SHORTBOW ¹	+5	1D6+3 PIERCING
DAGGER ²	+5	1D4+3 PIERCING
CLUB	+2	1D4 BLUDGEONING
CLAWS	+0	1D4 SLASHING

¹ YOU CAN FIRE A SHORTBOW 80 FT., OR UP TO 320 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.
² YOU CAN THROW A DAGGER 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

ATTACKS & SPELLCASTING

I NEVER PASS UP A FRIENDLY WAGER.
I LIKE A JOB WELL DONE... ESPECIALLY IF I CAN CONVINCE SOMEONE ELSE TO DO IT.
PERSONALITY TRAITS

PEOPLE. I'M COMMITTED TO MY CREWMATES, NOT TO IDEALS.
IDEALS

I WAS CHEATED OUT OF MY FAIR SHARE OF THE PROFITS, AND I WANT TO GET MY DUE.
BONDS

I'LL SAY ANYTHING TO AVOID HAVING TO DO EXTRA WORK.
FLAWS

DARKVISION. YOU HAVE SUPERIOR VISION IN DARK AND DIM CONDITIONS. YOU CAN SEE IN DIM LIGHT WITHIN 60 FEET OF YOU AS IF IT WERE BRIGHT LIGHT, AND IN DARKNESS AS IF IT WERE DIM LIGHT. YOU CAN'T DISCERN COLOUR IN DARKNESS, ONLY SHADES OF GRAY.

FELINE AGILITY. WHEN YOU MOVE ON YOUR TURN IN COMBAT, YOU CAN DOUBLE YOUR SPEED UNTIL THE END OF THE TURN. ONCE YOU USE THIS TRAIT, YOU CAN'T USE IT AGAIN UNTIL AFTER A TURN ON WHICH YOU DO NOT MOVE AT ALL.

CAT'S CLAWS. YOUR CLIMBING SPEED IS 20.

SNEAK ATTACK. ONCE PER TURN, YOU CAN DEAL AN EXTRA 2D6 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 OR IF YOU ALONE ARE WITHIN 5 FT. OF THE TARGET.

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

FANCY FOOTWORK. DURING YOUR TURN, IF YOU MAKE A MELEE ATTACK AGAINST A CREATURE, THAT CREATURE CAN'T MAKE OPPORTUNITY ATTACKS AGAINST YOU FOR THE REST OF YOUR TURN.

RAKISH AUDACITY. YOU ADD YOUR CHARISMA MODIFIER TO YOUR INITIATIVE ROLL (ALREADY NOTED ON THIS CHARACTER SHEET).

SHIP'S PASSAGE. YOU CAN SECURE FREE PASSAGE ON A SAILING SHIP - EITHER ONE YOU SERVED ON OR HAVE GOOD RELATIONS WITH - FOR YOU AND YOUR COMPANIONS. (PHB 139)

PROFICIENCIES. LIGHT ARMOUR, SIMPLE WEAPONS, HAND CROSSBOWS, LONGSWORDS, RAPIERS, SHORTSWORDS, THIEVES' TOOLS, NAVIGATOR'S TOOLS, VEHICLES (WATER)
LANGUAGES. COMMON, ELVISH.
OTHER PROFICIENCIES & LANGUAGES

CP SHORTSWORD
SP SHORTBOW
EP ARROWS () () () () () () () ()
GP LEATHER ARMOUR
GP DAGGERS (2)
GP THIEVES' TOOLS
GP BACKPACK
GP BEDROLL
GP MESS KIT
GP TINDERBOX
GP TORCHES () () () () () () () ()
GP RATIONS () () () () () () () ()
GP WATERSKIN
GP 50 FT. HEMPEN ROPE
GP BELAYING PIN (CLUB)
GP 50 FT. SILK ROPE
GP AN OLD KEY (LUCKY CHARM)
GP COMMON CLOTHES
EQUIPMENT

FEATURES & TRAITS