

Juma Zuberi

CHARACTER NAME

Rogue 3rd
CLASS & LEVEL

Sailor
BACKGROUND

PLAYER NAME

Human
RACE

CN
ALIGNMENT

900
EXPERIENCE POINTS

EXPERIENCE POINTS

STRENGTH
16
+3

DEXTERITY
16
+3

CONSTITUTION
13
+1

INTELLIGENCE
13
+1

WISDOM
11
0

CHARISMA
13
+1

INSPIRATION

+2 **PROFICIENCY BONUS**

SAVING THROWS

- +3 Strength
- +5 Dexterity
- +1 Constitution
- +3 Intelligence
- 0 Wisdom
- +1 Charisma

SKILLS

- +10 Acrobatics (Dex)
- 0 Animal Handling (Wis)
- +1 Arcana (Int)
- +5 Athletics (Str)
- +3 Deception (Cha)
- +1 History (Int)
- 0 Insight (Wis)
- +3 Intimidation (Cha)
- +1 Investigation (Int)
- 0 Medicine (Wis)
- +1 Nature (Int)
- +2 Perception (Wis)
- +3 Performance (Cha)
- +3 Persuasion (Cha)
- +1 Religion (Int)
- +5 Sleight of Hand (Dex)
- +10 Stealth (Dex)
- +2 Survival (Wis)

16 (+1)
ARMOR CLASS

+4
INITIATIVE

30'
SPEED

Hit Point Maximum 24
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

NAME
• Scimitar
• Shortsword
• Dagger

ATK BONUS	DAMAGE/TYPE
+5	1d8 piercing
+5	1d6 piercing
+5	1d4 piercing

• Scimitar - Finesse
• Shortsword - Finesse, light
• Dagger - Finesse, Light, Thrown (20/60)

ATTACKS & SPELLCASTING

My true brothers know they can rely on me
PERSONALITY TRAITS

Freedom. The Sea is freedom. Free to go anywhere.
IDEALS

A Ruthless pirate betrayed me and my crew. He left me for dead. I will get vengeance.
BONDS

I'll say anything to avoid extra work.
FLAWS

12 **PASSIVE WISDOM (PERCEPTION)**
10 + Perception

Proficiencies!

Armor: Light Armor
Weapons: Simple Weapons, hand crossbow, longsword, rapier, shortsword, scimitar
Tools: Thieves' Tools, Navigator's Tools + Ships Tools

Languages: Common, Sylvan

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- Rapier
- Shortsword
- Leather Armor
- Daggers (2)
- Thieves Tools
- Explorer's Pack, Backpack, bedroll, mess kit, tinder, 10 torches, 10 days rations + waterskin
- 50' hempen rope
- Belaying Pin
- Common Clothes
- Belt Pouch
- Gem that only I can see / to others it looks like coal

Racial Abilities!
Skills: Gain Intimidation.
Feat: Gain
Languages: Common + Sylvan

Sailor/Pirate Abilities (Bad Reputation):
Skill Proficiency: Athletics, Perception
Tool Proficiency: Navigator's Tools + Ships tools

Feat Abilities!
* **Dual Wielder:** Gain +1 to AC when wielding 2 weapons; Can use 2-Handed fighting with weapons that aren't light; Can draw and stow 2 weapons with 1 action

Rogue Abilities!
Expertise: Double Prof. Bonus for Acrobatics and Stealth
Sneak Attack: Once per turn can deal extra 1d6 dmg if have advantage on attack; must use finesse or ranged weapon; Don't need advantage if an ally is within 5' of foe and you don't have disadvantage
Thieves Cant
Cunning Action: Can Dash, Disengage or Hide as a Bonus
(see other side)
FEATURES & TRAITS



27
AGE

6'6
HEIGHT

215
WEIGHT

Brown
EYES

Dark Brown
SKIN

Black
HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

I was born in the jungles of Chult. My brother and I fought for money in Port Nyanzaru until we left to adventure and see the world.

I was press-ganged by pirates and forced to serve on their ship until I finally escaped.

An experienced swashbuckler saw something in my swordplay and taught me a trickier style.

My mentor is a Human pirate who has become quite ill recently.

My brother treats me like a leid. He thinks I'm a criminal.

I have an uncanny ability to see through magic illusions.

I saved a young Tiefling Rogue and he adores me.

ADDITIONAL FEATURES & TRAITS

Rogue Abilities (cont.):

Action:
Roguish Archetype (Swashbuckler):

Fancy Footwork; foes cannot make opportunity attacks against you.

Rakish Audacity; Gain Chr. modifier to Initiative; Don't need to have advantage when performing Sneak Attack; still can't have disadvantage, though.

TREASURE