

SWASHBUCKLER

Firbolg · Rogue · Sailor

LEVEL 5

XP 6,500 · MEDIUM · 30 FT.

STR +3 16	DEX ★ +7 18	CON +1 12	INT ★ +4 13	WIS -1 8	CHA +0 10
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HIT POINTS 33 5d8 + 5	ARMOR CLASS 15 Leather + Dex	INITIATIVE +4	DEATH SAVES PASS ○○○ FAIL ○○○ HIT DICE 5d8 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	PROF +3
				SPEED 30
				SNEAK ATK 3d6

SKILLS

● Acrobatics DEX	+10
○ Animal Handling WIS	-1
○ Arcana INT	+1
○ Athletics STR	+3
● Deception CHA	+3
○ History INT	+1
○ Insight WIS	-1
○ Intimidation CHA	+0
○ Investigation INT	+1
○ Medicine WIS	-1
○ Nature INT	+1
● Perception WIS	+2
● Performance CHA	+3
○ Religion INT	+1
● Sleight of Hand DEX	+7
● Stealth DEX	+10
○ Survival WIS	-1

PASSIVE

Perception	12
Investigation	11
Insight	9

PROFICIENCIES

ARMOR Light

WEAPONS Simple, Hand Crossbow, Rapier, Scimitar, Shortsword, Whip, Improvised

TOOLS Thieves' Tools, Navigator's Tools

LANGUAGES Common, Elvish, Goblin,

Thieves' Cant

EQUIPMENT

- Leather Armor (worn)
- Shortsword · Dagger · Shortbow
- Quiver + Arrows
- Thieves' Tools · Navigator's Tools
- Backpack · Waterskin
- Traveler's Clothes
- Hooded Lantern · Tinderbox
- Rope (x2) · Crowbar
- Ball Bearings · Bell
- Candle · Oil · Rations

ATTACKS

WEAPON	ATK	DAMAGE	PROPERTIES
Shortsword	+7	1d6 + 4 piercing	Finesse, Light
Dagger	+7	1d4 + 4 piercing	Finesse, Light, Thrown (20/60)
Shortbow	+7	1d6 + 4 piercing	Ammunition, Two-Handed
Unarmed Strike	+7	1 + 4 bludgeoning	Tavern Brawler: 1d4

SPELLS (FIRBOLG MAGIC — 1/LR)

Detect Magic Disguise Self

CLASS FEATURES

SNEAK ATTACK 3d6 Once/turn, extra damage on a hit with Advantage or when an ally is within 5 ft. of the target. Requires finesse or ranged weapon.	CUNNING ACTION Bonus action to Dash, Disengage, or Hide.
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STEADY AIM Bonus action: gain Advantage on next attack this turn. Can't have moved this turn; speed becomes 0 until end of turn.	UNCANNY DODGE <i>Reaction</i> When hit by an attack you can see, use reaction to halve the damage.
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CUNNING STRIKE <i>Costs Sneak Attack dice</i> When dealing Sneak Attack damage, spend dice for: Poison (1d6) — CON save or poisoned 1 min. Trip (1d6) — DEX save or prone (Large or smaller). Withdraw (1d6) — move half speed, no opportunity attacks.

EXPERTISE Double proficiency in Acrobatics and Stealth.	WEAPON MASTERY <i>2 weapons</i> Use mastery properties of two weapon types you're proficient with.
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RACIAL FEATURES (FIRBOLG)

HIDDEN STEP 3/LR Bonus action: turn invisible until start of next turn, or until you attack/deal damage/force a save.	FIRBOLG MAGIC 1/LR each Cast Detect Magic and Disguise Self (can appear up to 3 ft. shorter/taller).
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POWERFUL BUILD Count as one size larger for carry capacity, push, drag, lift.	SPEECH OF BEAST & LEAF Communicate with beasts and plants. Advantage on CHA checks to influence them.
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FEATS

TAVERN BRAWLER <i>Origin Feat</i> Unarmed strikes deal 1d4 + STR. On hit with unarmed or improvised weapon, can push 5 ft. or grapple as a bonus action. Proficient with improvised weapons.
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