



Bladepaw

HOUSE CUNNING - ROGUE

Lady luck is fickle, friendly, and not with you, my friend.

Bladepaw has always had a habit of having more than a spare set of aces up his gloves, earning him the only name he goes by.

If it's a game that uses dice, cards, or the word 'chance', Bladepaw knows it, and he will of course be kind enough to teach it to you.

The fact the dice always have a habit of landing on lucky number seven — and the old deck of cards happens to have five kings — won't do any harm, will it?

Following a close call with several goblins, Bladepaw 'acquired' his house badge from a professor that was in the area. Wielding his lucky deck, Bladepaw is a regular 'guest' in the offices of most professors.

Of course, his games aren't gambling if you cheat, so what's the issue?



Action Reference Guide

IN ONE ROUND YOU MAY TAKE

ONE MOVE ACTION



Move up to your speed on your turn. Movement can be interrupted to perform any other **action** then finished afterwards.

ONE ACTION



Attack with a weapon or cast a spell.



Two-Weapon Fighting allows two attacks using a pair of light weapons, using your **Bonus Action**.



Grapple a foe with a free hand. Using your **Athletics** vs their **Athletics** or **Acrobatics**.



Dash allows you to move up to your speed, in addition to your **move action**.



Disengage from your melee with a foe. Your movement no longer provokes attacks for this turn.



Dodge to focus on defense. Attacks made against you have disadvantage.



Help gives an ally advantage to an ability check or attack.



Hide gives you an advantage to attacking visible foes and them disadvantage to hit you.



Ready an Action performs a single action later in a round, using your **Reaction**, once a trigger occurs.



Search devotes your turn to finding something. This may require a **Perception** or **Investigation** check



Shove lets you push a foe back 5 feet or knock them prone using **Athletics** vs their **Athletics** or **Acrobatics**.



Use an object lets you activate or interact with an item that takes an entire action to function.

ONE REACTION (IF TRIGGERED)



You can use a reaction once at any point during the round until it is your turn again.

- perform a single attack of opportunity.
- Using a **Readied Action** that has been triggered.
- Some spells can only be used as a **Reaction**.

ONE INTERACTION



A short amount of speaking and a simple action (e.g. drawing a weapon).

ONE BONUS ACTION (WHEN GRANTED)



Many class and heritage features are performed as a bonus action on your turn. These will be specified as such.



Name **Bladepaw**

Class **Rogue**

Level **---**

Catfolk

HERITAGE

Prove I belong at the Academy, and at House Cunning.

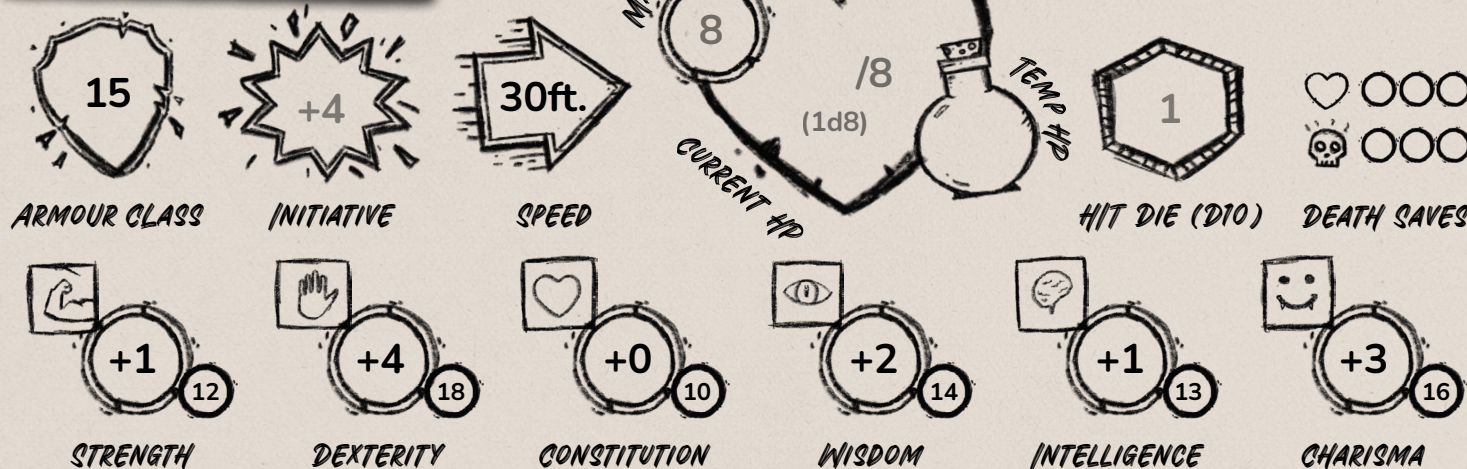
BEST FRIEND

Win an invite into the other house common rooms.

RIVAL

SHORT TERM GOAL

LONG TERM GOAL



Deck of Cards. When you have ADV on an ATTK, you can reroll the lowest result.

ANCESTRAL ITEM

- SAVING THROWS**
- Strength
 - +6 Dexterity
 - Constitution
 - +3 Intelligence
 - Wisdom
 - Charisma

LANGUAGES

Common, Feline, Thieves' Cant and 2 additional languages

EQUIPMENT

CP SP GP

House Badge
Deck of Cards
Thieves Tools
Rapier
Hand Crossbow (20 Bolts)
Burglar's Pack
Leather Armour

ATTACKS

Rapier 5ft Reach. +6 to hit. 1d8+4 PIERC DMG.
Hand Crossbow. 30ft/120ft. +6 to hit. On hit 1d6+4 PIERC DMG.
Dagger. Melee or Thrown. 5ft Reach or 20ft/60ft. +6 to hit. On hit 1d4+4 PIERC DMG.
Claws. 5ft Reach. +6 to hit. On hit 1d6+4 SLASH DMG.

FEATURES & TRAITS

Academy Student.
When reduced to 0 HP they can immediately spend any number of hit dice as if during a Short Rest. The student cannot use this feature again until they have gained a level.

House Badge. Cunning.
Once per Short Rest reroll a single d20 when making an INT, WIS or CHA CHECK or SAVE. You can use either result.

Darkvision. 120ft.

On my feet. You can stand up from prone by spending 5ft of movement.

Nine lives.
As a reaction you gain resistance to all damage from 1 ATTK or effect. Short Rest.

Sneak attack. If you have ATTK ADV, once per turn you can deal an extra 1d6 DMG when you ATTK. You don't need ATTK ADV if another enemy of target is in 5 ft of it.



Skills (Proficient)

- +6 (DEX) Acrobatics
- +7 (CHA) Deception (E)
- +3 (INT) Investigation
- +5 (CHA) Performance
- +6 (DEX) Sleight of Hand
- +8 (DEX) Stealth (E)

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: 12

INSPIRATION: 0

Character Levelling

LEVEL II

HP: Increase by 5 to (13), gain 1 additional hit dice (total 2d8).

Features and Abilities:

Cunning Action. Each of your turns in combat you can choose to take a BA to Dash, Disengage or Hide.

LEVEL III

HP: Increase by 5 to (18), gain 1 additional hit dice (total 3d8).

Features and Abilities:

Sneak Attack. Increase your Sneak Attack damage by 1d6 (to 2d6).

Roguish Archetype. Choose your own, or work with your GM to come up with one that matches your playstyle. Or use the example: **Thief**:

Fast Hands. BA. Using BA from Cunning Action you can make a Sleight of Hand DEX check. (Thieves Tools, Disarm) or a Use an Object action.

Second Story work. Climbing no longer costs extra movement. Running jump distance increases by DEX mod.

Ancestral Item: Deck of Cards. As a REA to being targeted with an ATTK, before the ATTK is rolled, you gain +2 to your AC until the start of your next turn.