

Genji, pig-swine-gurl

CHARACTER NAME

Barpig, Glassassin 3

CLASS & LEVEL

Human

RACE

Criminal

BACKGROUND

-

ALIGNMENT

Kevin

PLAYER NAME

900

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+2

14

WISDOM

+2

14

CHARISMA

+0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +3 Dexterity
- ☒ +3 Constitution
- ☐ +2 Intelligence
- ☐ +2 Wisdom
- ☒ +2 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☐ +2 History (Int)
- ☐ +2 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☒ +4 Survival (Wis)

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

30 ft.

SPEED

Hit Point Maximum

21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

STR

+1

-1

DEX

+5

+3

SPELL

-

-

Dagger, 1d4 (Str/Dex)

Rapier, 1d8 (Str/Dex)

hand Crossbow 1d4 (Dex)

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Armor: Light armor, Medium Armor

Weapons: Simple weapons, hand crossbows, longswords, battle axes, warhammers, rapiers, shortwords

Tools: Brewer's Supplies

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

- Entertainer's pack
- Engraved mug.
- Brewer's Supplies
- Leather armor (11+)

EQUIPMENT

### Blind Backstabbing

When you join the Guild of the Glassassin at 2nd level, you gain the ability to make your weapon attacks magically toxic to a creature's mind.

When you hit a creature with a weapon attack, you can deal an additional 2d6 psychic damage to that target. You can do so only once per round on your turn.

The psychic damage increases when you reach certain levels in this class, increasing to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level. You can use this twice every long rest.

Next to this, you also gain the ability to Hide as a Bonus Action in stead of an Action.



FEATURES & TRAITS