

	Name:	Captain Elias Morgan	Race:	Human Male	Class:	Rogue	Background:	Swashbuckler / Navy Captain	
	Age: 34	Height: 5'9"	Weight: 180lbs	Level:	9	Alignment:	LG (Deity: Isis Goddess of the Water)		
	Eyes: Blue	Skin: Tan & Sea Worn	Hair: Black with Goatee	Experience:	48,000	Languages:	Common, Elvin, Dwarven, Thieves Cant		
	Personality: Always calm; Honorable; Always looking for an adventure							Death Saves:	Successes:ΩΩΩ/Fails:ΩΩΩ
	Max HP(Hit Dice):	70 (9d8: Ω Ω Ω Ω Ω Ω Ω Ω Ω)		Hit Points:	70	Temp HP:		Condition/Damage Type:	

Rogue Traits & Feats	Description	Bonuses
Cunning Action (Bonus Action)	Combat bonus action to perform a Dash, Disengage or Hide	Bonus Action: Dash, Disengage or Hide
Fancy Footwork	If attack hits, then ability to slip away (within movement) with no attack of opportunity	If attack hits, then no attack of opportunity
Panache	Persuasion vs Insight; Succeed = Target charmed for 1min;	Succeed = Target charmed for 1min;
Rakish Audacity	Ability to add Charisma modifier to initiative roll	Add Charisma modifier to initiative roll
Sneak attack	Extra damage/turn to creature you hit if advantage or ally within 5 feet of enemy	3d6 damage/turn if advantage
Thieving Expertise	Expert using thieves' tools & sleight of hand skill; Proficiency bonus x2 for any of those rolls	Prof Bonus x2 for thieves' tools & Sleight of hand
Thieves Cant	Able to embed coded messages in speech or writings that other thieves will understand	Able to send coded messages
Uncanny dodge	On each turn for successful first attack against you use reaction to halve damage	No roll required

Abilities & Mods	Saves
Strength: 17 +3	+3
Dexterity: 19 +4	P +8
Intelligence: 18 +4	P +8
Wisdom: 15 +2	+2
Constitution: 16 +3	+3
Charisma: 15 +2	+2

Inspiration:	
Initiative (D):	+6
Proficiency Bonus:	+4
Passive Perception (w):	+12

Skills				Speed: 30				
E	Acrobatics (D)	+12	Insight (W)	+2	Performance (Ch)	+2		
	Animal Handling (W)	+2	E	Intimidation (Ch)	+10	E	Persuasion (Ch)	+10
P	Arcana (I)	+8		Investigation (I)	+4		Religion (I)	+4
	Athletics (S)	+3		Medicine (W)	+2	E	Sleight of Hand (D)	+12
P	Deception (Ch)	+6		Nature (I)	+4	P	Stealth (D)	+8
	History (I)	+4		Perception (W)	+2		Survival (W)	+2

Armor		Armor Class:	19	Battle Turn Tracker:			
				Attuned	Magic	Equipped	AC
Captains jacket (+2)	Same as Studded Leather Armor; Attunement required			Y	+2	E	14 (12)
Belt of Protection +1	Attunement required			Y	+1	E	+1

Weapons	Proficient	Range	Attacks	Magic	Attack Bonus	Damage	
Rapier +3 (Finesse)	P	5'	1/1	+3/+3	+11	1d8 + 7	
Dagger +1 (Finesse)		20/60	1/1	+1/+1	+5	1d4 + 5	
Whip (Finesse)	P	10'	1/1	+0/+0	+8	1d4 + 4 Slashing	
Pistol (Ranged) Misfire on natural 1	Shot & Powder: 100	P	30/90	1/1	+0/+0	+8	1d10 + 4 Piercing

Magic Items	Description	Attuned	Equipped
Pouch	Ackbar's Magic Dust: Disables any trap that is built into a floor; 10 pinches		
Pouch	Bag of Dust of Dryness: Turn 15'cube of water into pellet to carry; Smash pellet hard to retrieve water all at once; Pinches: 10		
Boots/Gloves	Boots & Gloves of the Drunken Sailor: On command cup of rum appears in hand; Multiple drinks of plain rum, but only 1hp/day	Y	E
Potion	Healing: Potion of Healing 2d4+2; Doses = 4		
Potion	Healing: Potion of Superior Healing 8d4 + 8; Doses = 4		
Potion	Potion of haste (2 doses)		
Potion	Potion of Climbing (walking speed)		
Ring	Ring of Feather Falling; descend 60'/round and take no damage; Attunement required	Y	E
Ring	Ring of Swimming - swimming speed of 40 feet while wearing this ring; Attunement not required		E
Ring	Ring of Water Breathing; Attunement not required		E
Ring	Ring of Water Walking; Attunement not required		E

Items	Description	Equipped
Thieves Tools	A small file, set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers	
Gear	Small knife, Maps of all major cities within 200 miles of Neverwinter, climbing gear, 50' rope, bedding	
Gambling	Deck of cards & some dice	

Coin & Treasure			
Platinum:	100	Silver:	50
Gold:	200	Copper:	50
My Party Treasure:		My Treasure: In the bank in Neverwinter	
		Bank: Too much to count here	

Name:	Captain Elias Morgan	Race:	Human Male	Class:	Rogue – Swashbuckler	Level:	9
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Appearance: See picture

Background:
 Born Elias Morgan; Morgan grew up on the sea with parents who ran a trading company for years that made them rich and well off. They retired in to Neverwinter when Morgan was just in his late teens. Morgan went on to serve in the Naval Fleet of the Lord’s Alliance where he rose to the title of captain and learned the ways of the Swashbuckler. Having cultivated a penchant for adventuring Morgan left the navy and had numerous adventures before falling under the tutelage of a master rogue who taught him the ‘tricks of the trade’. After a few near death experiences (and one that killed a love of his life) at the hands of some nasty types he decided to turn his skills to a more straight and narrow path, and with the help of his parent’s money, began his own trading company that he has been operating for the past few years with some growing success.

Personality:
 Religion: Worshiper of Isis
 Always calm no matter what the situation and never lets his emotions control him.
 Ideal: Honorable and kind soul;

To Do List	Description

Change Log:	
2021-07-04	Character creation