

# Batman

Rogue 2, Monk 3

Noble



CLASS & LEVEL

BACKGROUND

Standard Human

Lawful Good

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

CORE BIO SPELLS

**STRENGTH**  
0  
11

**INSPIRATION**

**PROFICIENCY BONUS**  
3

**DEXTERITY**  
2  
15

0 Strength  
 5 Dexterity  
 2 Constitution  
 6 Intelligence  
 1 Wisdom  
 -1 Charisma

**SAVING THROWS**

**CONSTITUTION**  
2  
14

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

**SKILLS**

**INTELLIGENCE**  
3  
16

**WISDOM**  
1  
13

**CHARISMA**  
-1  
9

**PASSIVE WISDOM (PERCEPTION)**  
14

TOOL	PRO	ATTRIBUTE
Thieves' Tools	?	QUERY
Dice Set	?	QUERY

**TOOL PROFICIENCIES & CUSTOM SKILLS**

TYPE	PROFICIENCY
ARMOR	Light Armor
LANGUAGE	Common
LANGUAGE	Thieves' Cant
WEAPON	Hand Crossbow
WEAPON	Longsword
WEAPON	Rapier
WEAPON	Shortsword
WEAPON	Simple weapons

**OTHER PROFICIENCIES & LANGUAGES**

**13** ARMOR CLASS  
**2** INITIATIVE  
**30** SPEED

Hit Point Maximum 10  
**50**  
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5  
**1** HIT DICE  
SUCCESSSES   
FAILURES   
DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Dagger	+5	1d4+2 Piercing
Unarmed Strike	+5	d4+2 Bludgeoning
Bat-A-Rang	+6	d4+2 Slashing + 1 M

**ATTACKS & SPELLCASTING**

**GLOBAL DAMAGE MODIFIER**

1d6[Sneak Attack] Sneak Attack

CP	ITEM NAME	WEIGHT
	1 Leather Armor	10
	2 Dagger	1
	1 Thieves' Tools	1
	1 Backpack	5
GP 0	100 ball bearing	
	1 string	
	5 Candle	
	1 Crowbar	5
	1 Hammer	3
	5 Piton	0.25
	1 Hooded lantern	2
	2 flask of oil	
	5 Rations	2
	1 Tinderbox	1
	1 Waterskin	5
	1 Hempen rope	10
	1 Bat-A-Rang	5
	1 Utility Belt	1

**EQUIPMENT**

People think I'm conceited but I secretly give much to the masses.  
**PERSONALITY TRAITS**

It is my duty to protect and care for the people of Gotham.  
**IDEALS**

This city needs me as much as I need Gotham.  
**BONDS**

I'm not the hero Gotham deserves.  
**FLAWS**

Total 3  
**3** Ki Points  
OTHER RESOURCE

**+Add** **Modify**

**SNEAK ATTACK**  
Class: Rogue

**THIEVES' CANT**  
Class: Rogue  
During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

**POSITION OF PRIVILEGE**  
Background: Noble

**MARTIAL ARTS**  
Class: Monk 1  
Mastery of combat styles that use Unarmed Strikes. Can make an unarmed attack as a bonus action.

**KI POINTS**  
Class: Monk 2  
2 Ki Points per Short Rest

**UNARMORED MOVEMENT**  
Class: Monk 2  
+10 ft if unarmored

**CUNNING ACTION**  
Class: Rogue 2  
As a bonus action Batman may take the Dash, Disengage, or Hide actions.

**SHADOW ARTS**  
Class: Monk 3

**DEFLECT MISSILES**  
Class: Monk 3

**+Add** **Modify**