

## Quartermaster

CHARACTER NAME

Rogue 3

CLASS & LEVEL

PLAYER NAME

Goblin

SPECIES

Guild Artisan / Guild Merc (Milestone)

BACKGROUND

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

18

+4

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

16

+3

CHARISMA

12

+1

- 1 Strength
- +6 Dexterity
- +2 Constitution
- +3 Intelligence
- +3 Wisdom
- +1 Charisma

Saving Throw Modifiers  
Advantage to avoid or end the charmed condition

SAVING THROWS

- +4 Acrobatics DEX
- +3 Animal Handling WIS
- +1 Arcana INT
- 1 Athletics STR
- +3 Deception CHA
- +1 History INT
- +7 Insight WIS
- +1 Intimidation CHA
- +3 Investigation INT
- +3 Medicine WIS
- +1 Nature INT
- +3 Perception WIS
- +1 Performance CHA
- +5 Persuasion CHA
- +1 Religion INT
- +6 Sleight of Hand DEX
- +6 Stealth DEX
- +3 Survival WIS
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

SKILLS

+4  
INITIATIVE

ARMOR  
15  
CLASS

DEFENSES

HEROIC INSPIRATION

+2  
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)  
SPEED

Max HP Current HP Temp HP  
24 --  
HIT POINTS

Total 3d8  
HIT DICE

SUCCESSSES  
FAILURES  
DEATH SAVES

=== ARMOR ===  
Light Armor

=== WEAPONS ===  
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===  
Cartographer's Tools, Darts, Disguise Kit, Forgery Kit, Thieves' Tools

=== LANGUAGES ===  
Common, Common Sign Language, Giant, Goblin, Sylvan, Thieves' Cant

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions  
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===

Cunning Action  
You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

Master of Tactics

You can use the Help action as a bonus action. When you use the Help action to aid an ally in attacking a creature, the target of that attack can be

within 30 ft. of you if it can see or hear you.

Nimble Escape: Disengage

You can take the Disengage action as a bonus action.

Nimble Escape: Hide

You can take the Hide action as a bonus action.

=== SPECIAL ===

Fury of the Small • 2 / Long Rest

When you damage a creature whose size is larger than you with an attack or a spell, you can deal an extra +2 damage.

You can use this trait 2 times per long rest, and you

ACTIONS

13

PASSIVE PERCEPTION

17

PASSIVE INSIGHT

13

PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+6	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Dagger	+6	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Rapier	+6	1d8+4 Piercing	Martial, Finesse, Vex
Shortbow	+6	1d6+4 Piercing	Simple, Ammunition, Range, Two-Handed, Vex, Range (80/320)
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

## Quartermaster

CHARACTER NAME

Rogue 3

CLASS & LEVEL

PLAYER NAME

Goblin

SPECIES

Guild Artisan / Guild Merc (Milestone)

BACKGROUND

EXPERIENCE POINTS

### === ROGUE FEATURES ===

\* Hit Points • PHB 95

\* Proficiencies • PHB 95

\* Expertise • PHB 96

Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies. [6th] Choose two additional proficiencies.

\* Sneak Attack • PHB 96

Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

| Special

\* Thieves' Cant • PHB 96

You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

\* Cunning Action • PHB 96

You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

| 1 Bonus Action

\* Roguish Archetype • PHB 96

| Mastermind

\* Master of Intrigue • SCAG 46

You gain proficiency with the disguise kit, the forgery

kit, and one gaming set of your choice. You also learn two languages of your choice, and you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute.

\* Master of Tactics • SCAG 46

You can use the Help action as a bonus action. When you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 ft. of you if it can see or hear you.

| 1 Bonus Action

### === GOBLIN SPECIES TRAITS ===

\* Ability Score Increases • MotM 5

When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase three scores (+1 / +1 / +1) •  
Increase three different scores by 1.

\* Languages • MotM 5

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

\* Creature Type • MotM 20

You are a Humanoid but are also considered a goblinoid for any prerequisite or effect that requires you to be a goblinoid.

\* Size • MotM 20

You are Small.

\* Speed • MotM 20

Your walking speed is 30 ft.

\* Darkvision • MotM 20

You can see in dim light within 60 ft. of you as if it were bright light and in darkness as if it were dim light and discern colors in that darkness as shades of gray.

\* Fey Ancestry • MotM 20

You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

\* Fury of the Small • MotM 20

When you damage a creature whose size is larger than you with an attack or a spell, you can deal an extra +2 damage.

You can use this trait 2 times per long rest, and you can only use it once per turn.

| 2 / Long Rest • Special

\* Nimble Escape • MotM 20

You can take the Disengage or Hide action as a bonus action on each of your turns.

| Nimble Escape: Disengage: 1 Bonus Action

| Nimble Escape: Hide: 1 Bonus Action

### FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CP	0	Contingency Satchel	1	--	Rations (1 day)	10	20 lb.
		Leather	1	10 lb.	Rope, Hempen (50 feet)	1	10 lb.
SP	0	Dagger	1	1 lb.	Tinderbox	1	1 lb.
		Dagger	1	1 lb.	Torch	10	10 lb.
EP	0	Shortbow	1	2 lb.	Waterskin	1	5 lb.
		Rapier	1	2 lb.			
GP	35	Arrows	20	1 lb.			
		Backpack	1	5 lb.			
PP	0	Clothes, Traveler's	1	4 lb.			
		Pouch	1	1 lb.			
	WEIGHT CARRIED	Cartographer's Tools	1	6 lb.			
	90.5 lb.	Thieves' Tools	1	1 lb.			
	ENCUMBERED	Crowbar	1	5 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	120 lb.	Hammer	1	3 lb.	Contingency Satchel	1	--
	PUSH/DRAG/LIFT	Piton	10	2.5 lb.			
	240 lb.						

### EQUIPMENT



# Quartermaster

CHARACTER NAME

GENDER	AGE	Small	HEIGHT	WEIGHT
Chaotic Neutral		SIZE		
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS

# Quartermaster / Fixer

**Role on the Ship:** Logistics, Contracts, Leverage

**Class:** Rogue (Mastermind) — Level 3

**Descriptor:** Often relied upon to make sure the ship has what it needs — before it needs it.

---

## Who You Are

You are not the captain, and you are not the ship's conscience.

You are usually the one thinking three steps ahead: what this costs, who owes whom, and which favors will still matter tomorrow. When something needs to be acquired, moved quietly, or explained cleanly on paper, people tend to look to you.

You do not decide where the ship goes. You help make sure it can afford to get there — and get back.

---

## Background & History

Before this crew, you worked with — and still quietly work for — a major trade guild.

On paper, they are exactly what they claim to be: a legitimate commercial organization that specializes in logistics, contracts, transport coordination, and long-distance trade. In the world at large, that is all most people believe them to be.

In practice, you remain an **asset**.

The arrangement is simple and professional. You do not take orders during missions. You do not report the crew's actions. Instead, a standing agreement exists: **ten percent of job profits** are quietly routed through guild channels. In return, the ship gains access to benefits — information, contacts, favorable contracts, expedited logistics, and the ability to make certain problems disappear before they become visible.

The crew knows you have guild backing. They do not know which guild, and you have never volunteered the name.

You understand the value of that ambiguity. So does the organization.

---

## What You Can Do (In the World)

- **Secure Resources:** You arrange supplies, contracts, loans, and services — often under pressure.
- **Read the Table:** You assess motives, leverage, and unspoken terms during negotiations.

- **Smooth Complications:** When something goes wrong on paper, you know how to make it less visible.

## Mechanical Framing (Player Guidance)

- Mastermind features reflect preparation, awareness, and social positioning — not manipulation of allies.
  - Help actions represent timely advice, distraction, or providing the right information at the right moment.
  - Your skills express experience with systems: trade, bureaucracy, and people.
- 

## Your Role on the Ship

You are often expected to: - Track supplies, debts, and expenditures - Handle contracts, docking fees, and transport costs - Advise on deals, risks, and hidden obligations - Quietly route the agreed-upon **ten percent** when jobs conclude - Leverage guild infrastructure when the ship needs discretion or speed

You do not command the crew. You clarify the consequences of choices.

---

## How Others See You

Others commonly view you this way: - **Captain:** Listens when you explain the cost of a decision. - **Medic:** Depends on you to keep medical supplies stocked. - **Machanic:** Works with you to source parts and tools. - **Lookout:** Watches your reactions during negotiations. - **Enforcer:** Trusts you to know when trouble is contractual instead of physical.

They may not always like your answers, but they usually respect them.

---

## Roleplay Anchors

- What favor do you still technically owe — and to whom?
  - What part of Businessmen work did you refuse to do?
  - When do you walk away from profit on principle?
  - What ledger entry would you never want audited?
- 

## Playing the Quartermaster

Some quartermasters are charming and talkative. Others are quiet, cautious, or openly cynical. You are not required to be greedy, ruthless, or secretive.

Your choices may be practical, ethical, self-serving, or protective — all are valid. What matters is that you understand the system well enough to navigate it.

---

### **Player Freedom Note**

This sheet describes how others commonly perceive the Quartermaster's role and how experience with trade networks often manifests.

You are encouraged to bend, challenge, or subvert any of this in play. Your version of this character is the canon one at the table.

## CONTINGENCY SATCHEL

Wondrous Item, uncommon (requires attunement)

This weathered satchel is crafted from lightning-tanned sky-marlin hide.

The seams are stitched with moon-wire thread and reinforced with sky-serpent scale panels.

The interior is lined with reinforced aether-cloth.

### Pre-Accounted Assets (Passive)

Items on your person cannot be stolen, removed, or misplaced without your knowledge.

You always know the exact contents of the satchel.

You can retrieve any item from the satchel as a bonus action.

You have advantage on checks made to maintain possession of an item you are holding.

### Declared Contingency

At the end of each long rest, choose three mundane items worth 25 gp or less each.

Once per long rest, when needed, you may produce one of those declared items as though you packed it in advance.

The item must reasonably fit inside the satchel.

The item is real and permanent.

The item cannot be sold for profit.

### Prepared Advantage

Once per long rest, when you or a creature you can see within 30 feet makes an ability check, you may declare a prepared contingency and grant advantage on that check, subject to DM discretion.