



TRASHURD

Rogue 5 (Assassin)

CLASS & LEVEL

Hobgoblin

RACE

7,020

EXPERIENCE POINTS

Criminal

BACKGROUND

DM NPC

PLAYER NAME

LMOp

CAMPAIGN or PLAYER ID

STR
+0
10

+3 PROFICIENCY BONUS

SAVING THROWS

- +0 Strength Saves
- +6 Dexterity Saves *
- +2 Constitution Saves
- +4 Intelligence Saves *
- 1 Wisdom Saves
- +2 Charisma Saves
- * Prof. bonus added

DEX
+3
17

CON
+2
15

SKILLS

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

* Prof. bonus added

CHA
+2
14

12 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor

Weapons: simple weapons, hand crossbow, longbow, longsword, rapier, shortsword

Tools: gambling dice, thieves tools, disguise kit, poisoners kit

Saving Throws: Dexterity, Intelligence

Skills: Athletics, Deception, Investigation, Perception, Sleight of Hand, Stealth

Languages: Common, Thieves' Cant, Goblin

ARMOR CLASS (AC)

14

INITIATIVE

+3

30 ft.

Armor Worn: Leather armor

HIT POINTS

38

HIT DICE

5d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 1d8+3 piercing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit. *Hit:* 1d6+3 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed.)

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. 1d4+3 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC & SPECIAL ATTACKS

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

EQUIPMENT & TREASURE

Carried Gear: leather armor (AC 11), rapier, two (2) daggers, shortbow and 20 arrows, disguise kit (cosmetics, hair dye, props, etc.), poisoner's kit (vials, chemicals, venoms), belt pouch, crowbar, set of dark common clothes including a hood

Lifting and Carrying: 150 lbs. max. carrying capacity; 300 lbs. pushing or dragging (speed -5 ft.); 300 lbs. max. lift.

Coins & Gems: 583 gold pieces (gp); 22 silver pieces (sp); 26 copper pieces (cp); 4 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral Evil. I lack compassion and do whatever I want, promoting control over others above all else.

Hobgoblin Traits [VGtM p. 119]

- Age: 25-years-old
- Medium Size (5' 10", 166 lbs.)
- Darkvision (60 feet)
- Martial Training (prof. in longsword, longbow and light armor)
- Saving Face (on failed attack, ability check or saving throw roll, gain bonus equal to number of allies in sight within 30 feet, max. bonus +5, use once between short rests)

Class Features [PHB p. 94]

- Expertise (prof. noted with **)
- Sneak Attack (+3d6)
- Thieves' Cant (slang speak in code)
- Cunning Action (Dash, Disengage or Hide)
- Assassinate (adv. vs. no turn yet and any hit auto-critical)
- Uncanny Dodge (reax. for half damage)

Background Features [PHB p. 129]

- Criminal Contact

« BACK TO GENERATE ANOTHER CHARACTER

[PHB] = page number reference to the *Dungeons & Dragons Player's Handbook* (5th edition) by Mike Mearls and Jeremy Crawford, published August 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601). **[VGtM]** = *Volo's Guide To Monsters* (ISBN 9780786966073), [available from a gaming store near you](#).

[EEPG] = Elemental Evil Player's Companion, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player-s-companion>

CONTACT (especially about typos, glitches and othre errors)

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