D&D BEYOND

Sarbis Ebonflame

CHARACTER NAME

Rogue 4 [Arcane Trickster]	
CLASS & LEVEL	PLAYER NAME
Feral Tiefling	Cloistered Scholar
RACE	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+4 (18)
CONSTITUTION	+2 (14)
INTELLIGENCE	+3 (16)
WISDOM	+0 (10)
CHARISMA	+0 (10)

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

Saving Throw Modifiers

SAVING THROWS

Ⓟ	+6	Acrobatics	DEX
○	+0	Animal Handling	WIS
Ⓟ	+5	Arcana	INT
○	-1	Athletics	STR
○	+0	Deception	CHA
Ⓟ	+5	History	INT
○	+0	Insight	WIS
○	+0	Intimidation	CHA
Ⓟ	+5	Investigation	INT
○	+0	Medicine	WIS
○	+3	Nature	INT
Ⓔ	+4	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
○	+3	Religion	INT
○	+4	Sleight of Hand	DEX
Ⓔ	+8	Stealth	DEX
○	+0	Survival	WIS
○			
○			
○			

SKILLS

+4 INITIATIVE

ARMOR 15 CLASS

Resistances - Fire

DEFENSES

INSPIRATION

+2 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
31		--

HIT POINTS

Total 4d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== ARMOR ===
Light Armor

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

=== TOOLS ===
Thieves' Tools

=== LANGUAGES ===
Common, Dwarvish, Elvish, Infernal, Thieves' Cant

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

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

Steady Aim
As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

=== SPECIAL ===
Sneak Attack
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.

ACTIONS

14	PASSIVE WISDOM (PERCEPTION)
10	PASSIVE WISDOM (INSIGHT)
15	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+6	1d8+4 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+6	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60), Booming Blade: Thunder, 1d8 Thunder
Dagger	+6	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60), Booming Blade: Thunder, 1d8 Thunder
Rapier	+6	1d8+4 Piercing	Martial, Finesse, Booming Blade: Thunder, 1d8 Thunder
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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=== 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

* Steady Aim • TCoE 62
As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

| 1 Bonus Action

* Roguish Archetype • PHB 96

| Arcane Trickster

* Spellcasting • PHB 98
You can cast known wizard spells using INT as your spellcasting modifier (Spell DC 13, Spell Attack +5).

* Mage Hand Legerdemain • PHB 98
When you cast mage hand, you can make the spectral hand invisible, stow or retrieve objects, or use thieves' tools to pick locks and disarm traps at range. You can disguise this with a Sleight of Hand check, and you can use the bonus action granted by your Cunning Action to control the hand.

* Ability Score Improvement • PHB 96

=== FERAL TIEFLING RACIAL TRAITS ===

* Darkvision • SCAG
You can see in darkness (shades of gray) up to 60 ft.

* Hellish Resistance • SCAG
You have resistance to fire damage.

* Infernal Legacy • SCAG
You know the thaumaturgy cantrip. [3rd] You can cast hellish rebuke (2nd) once per long rest. [5th] You can cast darkness once per long rest. CHA is your spellcasting ability.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	1

WEIGHT CARRIED	91.62 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Leather	1	10 lb.
Dagger	1	1 lb.
Dagger	1	1 lb.
Crossbow, Light	1	5 lb.
Rapier	1	2 lb.
Crossbow Bolts	20	1.5 lb.
Backpack	1	5 lb.
Bedroll	1	7 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Traveler's	1	4 lb.
Component Pouch	1	2 lb.
Crowbar	1	5 lb.
Flask or Tankard	1	1 lb.
Lantern, Hooded	1	2 lb.
Mess Kit	1	1 lb.

NAME	QTY	WEIGHT
Oil (flask)	5	5 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Soap	1	--
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Thieves' Tools	1	1 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Sarbis Ebonflame

CHARACTER NAME

Female	20	Medium	5' 4"	159
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Mystra	Olive	Amber	Black
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

There's nothing I like more than a good mystery.
I'm willing to listen to every side of an argument before I make my own

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

IDEALS

I sold my soul for knowledge. I hope to do great deeds and win it back.

BONDS

Unlocking an ancient mystery is worth the price of a civilization.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Rogue

SPELLCASTING CLASS

INT	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Booming Blade	Rogue	+5	1A	Self/5 ft. Sphere	S,M	1 round	SCAG 142	D: 1Rnd, 5 ft. Sphere, S/M
O	Prestidigitation	Rogue	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Shape Water	Rogue	--	1A	30 ft./5 ft. Cube	S	Instantaneous	EE 164	5 ft. Cube, S
O	Thaumaturgy	Infernal Legacy	--	1A	30 ft.	V	1 minute	PHB 282	D: 1m, V
	=== 1st LEVEL ===	3 Slots OOO							
O	Find Familiar	Rogue	--	1h	10 ft.	V,S,M	Instantaneous	PHB 240	V/S/M
O	Silent Image <C>	Rogue	--	1A	60 ft./15 ft. Cube	V,S,M	Concentration, up to 10 minutes	PHB 276	D: 10m, 15 ft. Cube, V/S/M
O	Disguise Self	Rogue	--	1A	Self	V,S	1 hour	PHB 233	D: 1h, V/S
O	Tasha's Hideous Laughter <C>	Rogue	WIS 13	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 280	D: 1m, V/S/M
	=== 2nd LEVEL ===								
O	Hellish Rebuke	Infernal Legacy	DEX 10	1R	60 ft.	V,S	Instantaneous	PHB 250	1/LR, V/S

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