D&D BEYOND

Sarbis Ebonflame

CHARACTER NAME

Rogue 1
CLASS & LEVEL

PLAYER NAME

Feral Tiefling
RACE

Cloistered Scholar
BACKGROUND

EXPERIENCE POINTS

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

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

Saving Throw Modifiers

SAVING THROWS

Ⓟ	+5	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
○	+3	Sleight of Hand	DEX
Ⓔ	+7	Stealth	DEX
○	+0	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+3
INITIATIVE

ARMOR
14
CLASS

Resistances - Fire
DEFENSES

INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
10		--

HIT POINTS

Total 1d8
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

=== SPECIAL ===
Sneak Attack
Once per turn, you can deal an extra 1d6 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	+5	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier	+5	1d8+3 Piercing	Martial, Finesse
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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	Feral Tiefling	Cloistered Scholar	
	RACE	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 1d6 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.

=== 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	0
PP	4

WEIGHT CARRIED	89.58 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Leather	1	10 lb.	Rations (1 day)	10	20 lb.
Dagger	1	1 lb.	Rope, Silk (50 feet)	1	5 lb.
Dagger	1	1 lb.	Soap	1	--
Crossbow, Light	1	5 lb.	Tinderbox	1	1 lb.
Rapier	1	2 lb.	Torch	5	5 lb.
Crossbow Bolts	20	1.5 lb.	Waterskin	1	5 lb.
Backpack	1	5 lb.	Whetstone	1	1 lb.
Bedroll	1	7 lb.	Thieves' Tools	1	1 lb.
Case, Crossbow Bolt	1	1 lb.			
Clothes, Traveler's	1	4 lb.			
Crowbar	1	5 lb.			
Flask or Tankard	1	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Lantern, Hooded	1	2 lb.			
Mess Kit	1	1 lb.			
Oil (flask)	5	5 lb.			

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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SPELLCASTING CLASS

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	Thaumaturgy	Infernal Legacy	--	1A	30 ft.	V	1 minute	PHB 282	D: 1m, V

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