



NAME	ATK	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP	SP	EP	GP	PP

EQUIPMENT

Total: 1

1

HEALING HANDS

Total:

20

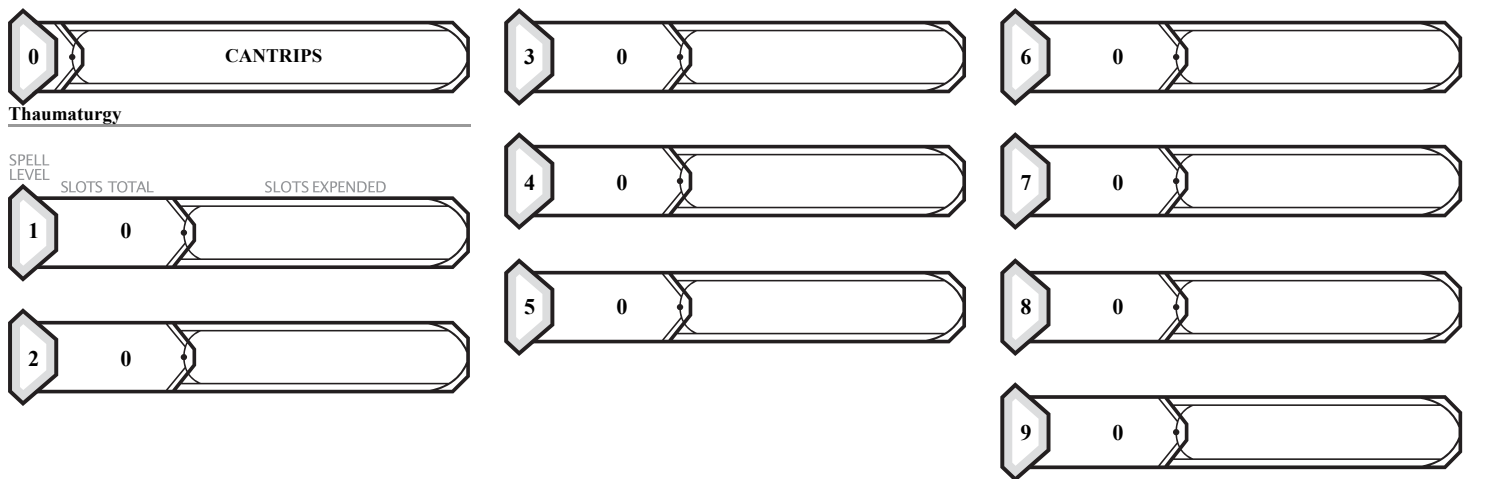
ARROW

Total:

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# FEATURES & TRAITS

## Darkvision

Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

## Hellish Resistance

You have resistance to fire damage.

## Legacy of Dis

You know the thaumaturgy cantrip.

## Healing Hands.

As an action, you can touch a creature and roll a number of d4s equal to your proficiency bonus.

The creature regains a number of hit points equal to the total rolled. Once you use this trait, you can't use it again until you finish a long rest.

## Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

## Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you 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. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

## Thieves' Cant

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.

## Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

# SPELLS

## **Thaumaturgy**

Transmutation cantrip

**Casting Time:** 1 action

**Range:** 30 feet

**Target:**

**Components:** V

**Duration:** Up to 1 minute

**Description:**

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range: - Your voice booms up to three times as loud as normal for 1 minute. - You cause flames to flicker, brighten, dim, or change color for 1 minute. - You cause harmless tremors in the ground for 1 minute. - You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. - You instantaneously cause an unlocked door or window to fly open or slam shut. - You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.