

Hishiri

CHARACTER NAME

Rogue 3  
CLASS & LEVEL

Tiefling  
RACE

Criminal / Spy  
BACKGROUND

Hishiri  
PLAYER NAME

900  
EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+2

15

CONSTITUTION

-1

8

INTELLIGENCE

+3

16

WISDOM

+1

12

CHARISMA

+3

17

- ☐ +0 Strength
- ☒ +4 Dexterity
- ☐ -1 Constitution
- ☒ +5 Intelligence
- ☐ +1 Wisdom
- ☐ +3 Charisma

Saving Throw Modifiers

SAVING THROWS

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

SKILLS

+2

INITIATIVE

ARMOR

13

CLASS

Resistances - Fire

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

15

--

HIT POINTS

Total

3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===  
Light Armor

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

=== TOOLS ===  
Pan Flute, Thieves' Tools, Three-Dragon Ante Set

=== LANGUAGES ===  
Common, 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.

Fast Hands

You can use the bonus action granted by your Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap or open a lock, or

take the Use an Object action.

=== 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

13

PASSIVE WISDOM (PERCEPTION)

13

PASSIVE WISDOM (INSIGHT)

13

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Shortbow

+4

1d6+2 Piercing

Simple, Ammunition, Range, Two-Handed, Range (80/320)

Shortsword

+4

1d6+2 Piercing

Martial, Finesse, Light

Unarmed Strike

+2

1 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

\* Roguish Archetype • PHB 96

| Thief

\* Fast Hands • PHB 97

You can use the bonus action granted by your

Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

| 1 Bonus Action

\* Second-Story Work • PHB 97

Climbing no longer costs you extra movement, and when you make a running jump, the distance you cover increases by +2 feet.

### === TIEFLING RACIAL TRAITS ===

\* Darkvision • BR 43

You can see in darkness (shades of gray) up to 60 ft.

\* Hellish Resistance • BR 43

You have resistance to fire damage.

\* Infernal Legacy • BR 43

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

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	1	10 lb.	Lantern, Hooded	1	2 lb.
SP	0	1	1 lb.	Oil (flask)	2	2 lb.
EP	0	1	1 lb.	Piton	10	2.5 lb.
GP	50	1	2 lb.	Rations (1 day)	5	10 lb.
PP	0	1	2 lb.	Rope, Hempen (50 feet)	1	10 lb.
	Arrows	20	1 lb.	Tinderbox	1	1 lb.
	Backpack	1	5 lb.	Waterskin	1	5 lb.
	Clothes, Common	1	3 lb.	String	10	--
	Crowbar	1	5 lb.			
	Thieves' Tools	1	1 lb.			
	Ball Bearings (bag of 1,000)	1,000	2 lb.			
	Bell	1	--			
	Candle	5	--			
	Crowbar	1	5 lb.			
	Hammer	1	3 lb.			

### EQUIPMENT



Hishiri

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

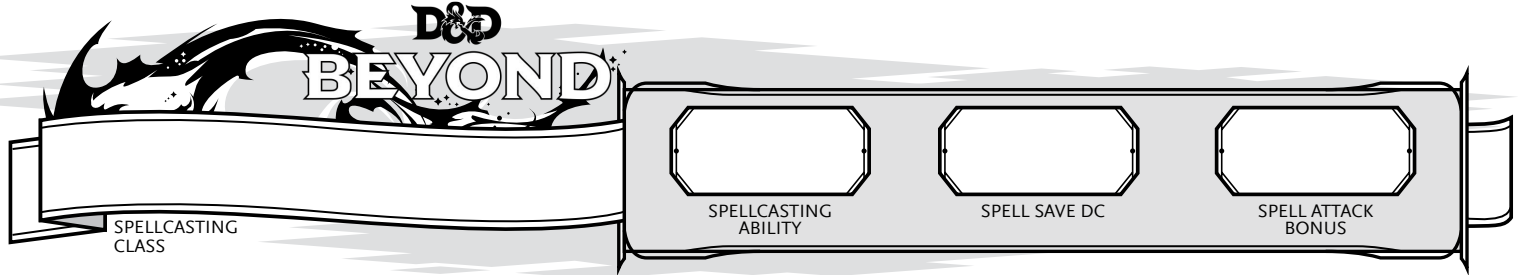
IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES



PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
○ Thaumaturgy	Infernal Legacy	--	1A	30 ft.	V	1 minute	PHB 282	D: 1m, V
=== 2nd LEVEL ===								
○ Hellish Rebuke	Infernal Legacy	DEX 13	1R	60 ft.	V,S	Instantaneous	PHB 250	1/LR, V/S

## SPELLS