

Light Armor

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

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

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

=== 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

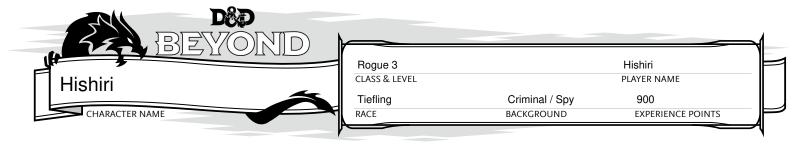
Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

SKILLS

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	
	\ \ / F Δ	PON ATTACKS & CANTRIF	×

ACTIONS



=== 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

| Thie

* 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.

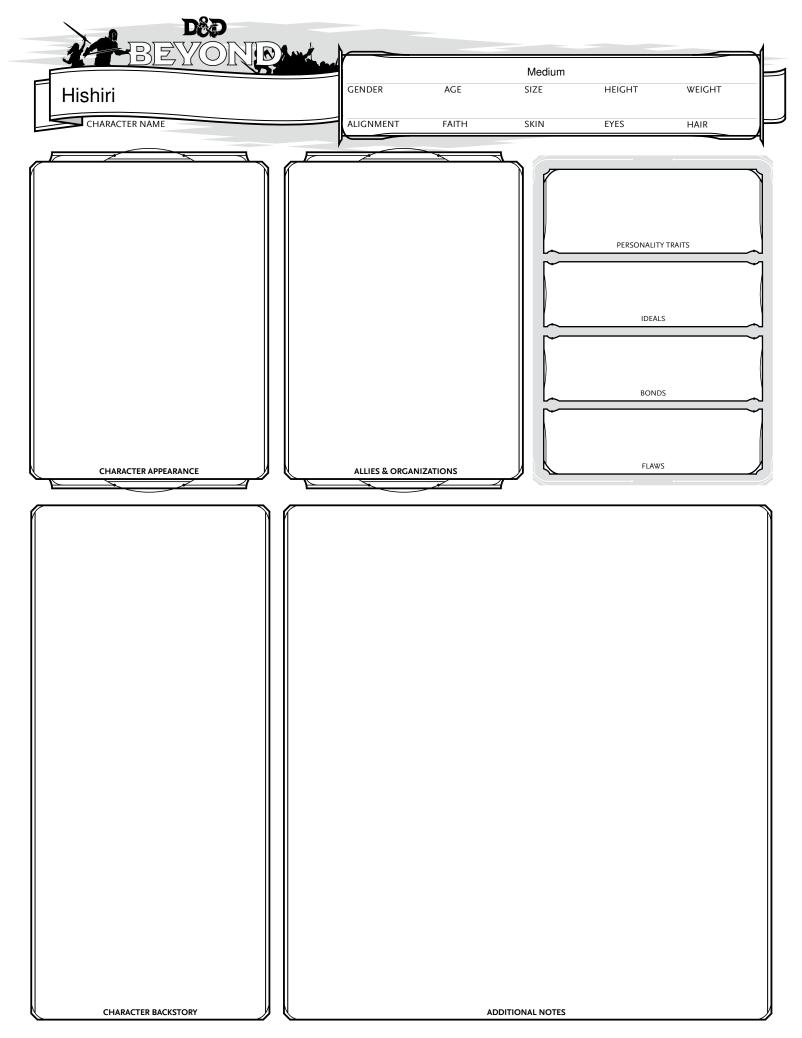
* Hellish Resistance • BR 43 You have resistance to fire damage.

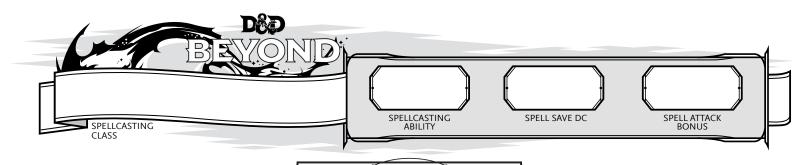
* Infernal Legacy • BR 43

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
	0	Leather	1	10 lb.	Lantern, Hooded	1	2 lb.
		Dagger	1	1 lb.	Oil (flask)	2	2 lb.
SP (0	Dagger	1	1 lb.	Piton	10	2.5 lb.
		Shortbow	1	2 lb.	Rations (1 day)	5	10 lb.
	0	Shortsword	1	2 lb.	Rope, Hempen (50 feet)	1	10 lb.
		Arrows	20	1 lb.	Tinderbox	1	1 lb.
ĪP.	50	Backpack	1	5 lb.	Waterskin	1	5 lb.
		Clothes, Common	1	3 lb.	String	10	
) (A	0	Crowbar	1	5 lb.			
∥ ີ	WEIGHT CARRIED	Thieves' Tools	1	1 lb.			
	73.5 lb.	Ball Bearings (bag of 1,000)	1,000	2 lb.			
	ENCUMBERED	Bell	1		ATTUNED MAGIC ITEMS	QTY	WEIGHT
	150 lb.	Candle	5				
	PUSH/DRAG/LIFT	Crowbar	1	5 lb.			
	300 lb.	Hammer	1	3 lb.			
			EQU	IPMENT			





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