

Shaxikas Dalarhi

CHARACTER NAME

Rogue 5
CLASS & LEVEL

Tiefling
RACE

Noble
BACKGROUND

ShaxikasDalarhi
PLAYER NAME

(Milestone)
EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+1

13

WISDOM

+1

13

CHARISMA

+2

14

- ☐ +0 Strength
- ☒ +5 Dexterity
- ☐ +2 Constitution
- ☒ +4 Intelligence
- ☐ +1 Wisdom
- ☐ +2 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☒ +8 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☐ +1 Arcana INT
- ☐ +0 Athletics STR
- ☐ +2 Deception CHA
- ☒ +4 History INT
- ☐ +1 Insight WIS
- ☐ +2 Intimidation CHA
- ☒ +4 Investigation INT
- ☐ +1 Medicine WIS
- ☐ +1 Nature INT
- ☐ +1 Perception WIS
- ☐ +2 Performance CHA
- ☒ +5 Persuasion CHA
- ☐ +1 Religion INT
- ☒ +5 Sleight of Hand DEX
- ☒ +5 Stealth DEX
- ☐ +1 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+2

INITIATIVE

ARMOR

13

CLASS

Resistances - Necrotic*,
Fire

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

38

HIT POINTS

Total

5d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===
Light Armor

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

=== TOOLS ===
Dice Set, Thieves' Tools

=== LANGUAGES ===
Abyssal, 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.

Eye for Detail

You can use a bonus action to make a Perception
check to spot a hidden creature or object or to make
an Investigation check to uncover or decipher clues.

Insightful Fighting

As a bonus action, you can make an Insight check
against a creature you can see that isn't incapacitated,
contested by the target's Deception check. If you
succeed, you can use your Sneak Attack against that
target even if you don't have advantage on the attack
roll, but not if you have disadvantage on it for 1 minute
or until you use this feature against a different target.

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.

ACTIONS

11

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

14

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+5

1d4+2 Piercing

Simple, Finesse, Light, Thrown, Range (20/60)

Shortbow

+5

1d6+2 Piercing

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

Shortsword

+5

1d6+2 Piercing

Martial, Finesse, Light

Unarmed Strike

+3

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 3d6 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

| 1 Bonus Action

* Roguish Archetype • PHB 96

| Inquisitive

* Ear for Deceit • XGtE 45

Whenever you make an Insight check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.

* Eye for Detail • XGtE 46

You can use a bonus action to make a Perception check to spot a hidden creature or object or to make an Investigation check to uncover or decipher clues.

| 1 Bonus Action

* Insightful Fighting • XGtE 46

As a bonus action, you can make an Insight check against a creature you can see that isn't incapacitated, contested by the target's Deception check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it for 1 minute or until you use this feature against a different target.

| 1 Bonus Action

* Ability Score Improvement • PHB 96

* Uncanny Dodge • PHB 96

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

| 1 Reaction

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.

=== TIEFLING RACIAL TRAITS ===

* Darkvision • BR 43

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

* Hellish Resistance • BR 43

FEATURES & TRAITS

| | | | | | | | | |
|----|------|------------------------------|--------|---------|------------------------|--------|---------|--------|
| | NAME | QTY | WEIGHT | NAME | QTY | WEIGHT | | |
| CP | 29 | Potion of Healing (Greater) | 1 | 0.5 lb. | Candle | 5 | -- | |
| SP | 7 | Pendant of Truth | 1 | -- | Crowbar | 1 | 5 lb. | |
| EP | 0 | Leather | 1 | 10 lb. | Hammer | 1 | 3 lb. | |
| GP | 21 | Dagger | 1 | 1 lb. | Lantern, Hooded | 1 | 2 lb. | |
| PP | 0 | Dagger | 1 | 1 lb. | Oil (flask) | 2 | 2 lb. | |
| | | Shortbow | 1 | 2 lb. | Piton | 10 | 2.5 lb. | |
| | | Shortsword | 1 | 2 lb. | Rations (1 day) | 6 | 12 lb. | |
| | | Arrows | 20 | 1 lb. | Rope, Hempen (50 feet) | 1 | 10 lb. | |
| | | Book | 1 | 5 lb. | Tinderbox | 1 | 1 lb. | |
| | | Backpack | 1 | 5 lb. | Waterskin | 1 | 5 lb. | |
| | | Clothes, Fine | 1 | 6 lb. | String | 10 | -- | |
| | | Signet Ring | 1 | -- | ATTUNED MAGIC ITEMS | | QTY | WEIGHT |
| | | Thieves' Tools | 1 | 1 lb. | | | | |
| | | Ball Bearings (bag of 1,000) | 1,000 | 2 lb. | | | | |
| | | Bell | 1 | -- | | | | |

EQUIPMENT

EQUIPMENT

WEIGHT CARRIED

79 lb.

ENCUMBERED

150 lb.

PUSH/DRAW/LIFT

300 lb.



Shaxikas Dalarhi

CHARACTER NAME

| | | | | |
|--------------|-------|------------------|---------------|----------------|
| Male | 25 | Medium | 5'11 | 165 |
| GENDER | AGE | SIZE | HEIGHT | WEIGHT |
| Chaotic Good | None | Slight reddish h | Sapphire blue | Mid-length, Bl |
| ALIGNMENT | FAITH | SKIN | EYES | HAIR |

CHARACTER APPEARANCE

=== Allies ===

The Dalarhi Family, Nobles, Royals, Aristocrats, Merchants, Asmodeus, devils, demons

ALLIES & ORGANIZATIONS

My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
Despite my noble birth, I do not place myself above other folk. We all have the same blood.
My favor, once lost, is lost forever.
If you do me an injury, I will crush you, ruin your name, and salt your fields.

PERSONALITY TRAITS

Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity.

IDEALS

BONDS

I hide a truly scandalous secret that could ruin my family forever.
I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
By my words and actions, I often bring shame to my family.

FLAWS

Born into the wealthy merchant family of Dalarhi of Centos, Shaxikas Dalarhi, or more intimately known as Shax, lived a life of luxury and power....but not without it's caveats.

Shax's mother, Etheema, was charmed by the Lord of the Nine Hells, Asmodeus, and tricked into becoming the surrogate for Asmodeus's newest attempt at spreading his power to the mortal realm: birthing his perfect descendant. Thus, when Shax was born, the Dalarhi family recoiled in fear and panic at the child's small horns, sharp ears, and reddish skin. They screamed for the devil-child to be killed or else their family would be cursed and shamed, but it was Etheema who spoke against them. She pointed out Shax's strangely clear blue eyes, a defining trait of the Dalarhi lineage, and spoke of it as a sign of good fortune and fate. With her cunning intelligence and charismatic charm that the Devil himself had found so alluring, she convinced the family to keep Shax alive and use him to their advantage. When he was 16 years old, he would be revealed to the realm as the heir to the Dalarhi household, and all who opposed his devilish desires would feel the wrath of Asmodeus himself. The Delarhi would never be opposed again.

Growing up in a noble household, Shax was taught the ways of the elite. He was given the finest silks, as much money as he could spend, spent hours learning noble etiquette, mercantilism, the politics of the realm, and was taught swordsmanship by the finest masters money could buy. But there was one rule: he could not leave the house until the day of his 16th birthday. Despite this restrictive rule, the Delarhi family grew to love and accept Shax, with his mother Etheema being his most cherished. His deep hatred for his devil father and what he had done roared in his heart. He could feel his devil instincts battling endlessly with the goodness and values his

CHARACTER BACKSTORY

Rouge Inquisitive:

Ear for Deceit

When you choose this archetype at 3rd level, you develop a keen ear for picking out lies. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.

Eye for Detail

Starting at 3rd level, you can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues.

Insightful Fighting

At 3rd level, you gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

This benefit lasts for 1 minute or until you successfully use this feature against a different target.

Steady Eye

At 9th level, you gain advantage on any Wisdom (Perception) or Intelligence (Investigation) check if you move no more than half your speed on the same turn.

Unerring Eye

At 13th level, your senses are almost impossible to

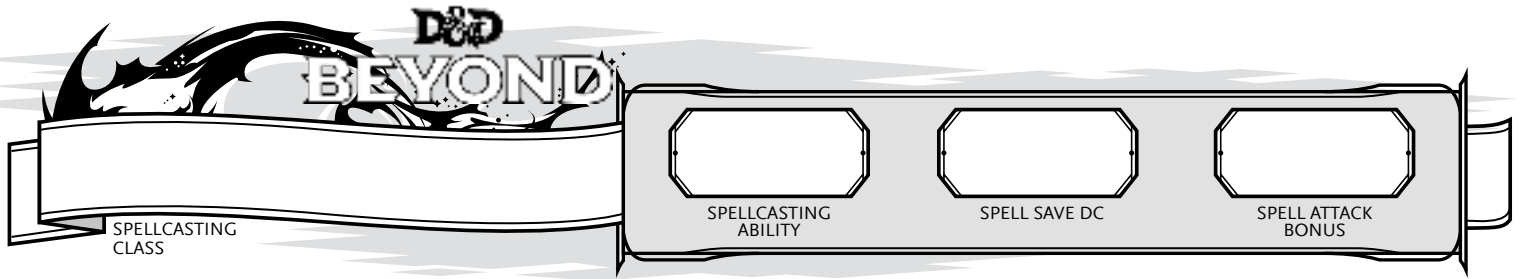
foil. As an action, you sense the presence of illusions, shapechangers not in their original form, and other magic designed to deceive the senses within 30 feet of you, provided you aren't blinded or deafened. You sense that an effect is attempting to trick you, but you gain no insight into what is hidden or into its true nature.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Eye for Weakness

At 17th level, you learn to exploit a creature's weaknesses by carefully studying its tactics and movement. While your Insightful Fighting feature applies to a creature, your Sneak Attack damage against that creature increases by 3d6.

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 (Used), V/S |
| ○ Darkness <C> | Infernal Legacy | -- | 1A | 60 ft./15 ft. Sphere | V,M | Concentration, up to 10 minutes | PHB 230 | 1/LR, D: 10m, 15 ft. Sphere, V/M |

SPELLS