

Xarxes

Player: Zack Mullenix

Male High Elf Rogue 5 - CR 2

Chaotic Good Humanoid; Atheist; Background: **Far**

Traveller; Age: **27**; Height: **6'**; Weight: **170lb**.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	8	-1	-1
DEX DEXTERITY	18	+4	+4+1d6
CON CONSTITUTION	13	+1	+1
INT INTELLIGENCE	16	+3	+3+1d6
WIS WISDOM	10	0	+0
CHA CHARISMA	12	+1	+1

AC 16 **Initiative** +4 **Speed** 30 ft

Proficiency 1d6 **Inspiration**

HP 45 **HD** 5d8 **Death Saves**

Damage / Current HP	HD Used	Success/Fail

Number of Attacks 1

Dagger

Main hand: **+4+1d6, 1d4+4** Rng: 20 ft./60 ft.
piercing Finesse, Light,
Thrown

Main w/ offhand: **+4+1d6, 1d4+4**
piercing

Offhand: **+4+1d6, 1d4** **piercing**

Ranged: **+4+1d6, 1d4+4**
piercing

Ranged w/ offhand: **+4+1d6,**
1d4+4 **piercing**

Ranged offhand: **+4+1d6, 1d4**
piercing

Longbow

Ranged, both hands: **+4+1d6,** Rng: 150 ft./600 ft.
1d8+4 **piercing** Ammunition, Heavy,
Two-Handed

Shortsword

Main hand: **+4+1d6, 1d6+4** **piercing** Finesse, Light

Main w/ offhand: **+4+1d6, 1d6+4**
piercing

Offhand: **+4+1d6, 1d6** **piercing**



5th Edition SRD

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+4	DEX (4)	-	
Animal Handling	+0	WIS (0)	-	
Arcana	+3	INT (3)	-	
Athletics	-1	STR (-1)	-	
Deception	+1	CHA (1)	-	
History	+3	INT (3)	-	
Insight	+0	WIS (0)	-	
Intimidation	+1	CHA (1)	-	
Investigation	+3	INT (3)	-	
Medicine	+0	WIS (0)	-	
Nature	+3	INT (3)	-	
Perception	+0	WIS (0)	-	
Performance	+1	CHA (1)	-	
Persuasion	+1	CHA (1)	-	
Religion	+3	INT (3)	-	
Sleight of Hand	+4	DEX (4)	-	
Stealth	+4	DEX (4)	-	
Survival	+0	WIS (0)	-	

Passive Perception: 10

Other Proficiencies:

Tools: Thieves' tools (+6)

Weapons: Simple weapons; Crossbow, hand; Longbow; Longsword; Rapier; Shortbow; Shortsword

Armor: Light armor

Special Abilities

All Eyes On You

You stand out everywhere you go. Scholars take interest in you. This gives you access to locations and people who you might not otherwise meet.

Arcane Trickster

Arcane tricksters tended to prepare for any eventuality and then winged it, relying on their stealthiness to sneak in and use their spells to maximum advantage, then get away quickly.

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.

Darkvision (60 feet)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of

Expertise (Thieves's tools)

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

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Mage Hand Legerdemain

When you cast mage hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it:

Unarmed strike

Main hand: **-1+1d6, 1 bludgeoning**

Studded leather

+2

Gear

**Total Weight Carried: 18 lbs,
(Maximum: 120 lbs)**

Dagger	1 lb
Longbow	2 lbs
Shortsword	2 lbs
Studded leather	13 lbs

Special Abilities

Sneak Attack +3d6

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

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

Trance

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental

Uncanny Dodge

Starting at 5th level, 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.

Racial Spells & Spell-Like Abilities

Prestidigitation

Tracked Resources

Dagger

Languages

Common	Elvish
Draconic	Sylvan

Spell Slots

1st level

Spells & Powers

Rogue spells known (CL 2nd)

Spell Save DC 14 Spell Attack +6

1st—disguise self, hideous laughter, silent image, sleep

Cantrips—booming blade, mage hand, minor illusion

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Experience & Wealth

Experience Points: 4/5

Current Cash: **You have no money!**

Role Playing

Personality Trait: Optimistic

Personality Trait: Extrovert

Ideal: Adventure - Everything is strange and wonderful in this place that is so far from home. (Chaotic)

Bond: Life Debt: To Pounce (Tabaxi Rogue)

Flaw: Impulsive: Gambling/Fashion

: Wanderer - Payback Life Debt

Xarxes – Abilities & Gear

All Eyes On You **Unknown**

You stand out everywhere you go. Scholars take interest in you. This gives you access to locations and people who you might not otherwise meet.

Appears In: Sword Coast Adventures Guide - Beta

Darkvision (60 feet) **Racial Ability, Senses (Elf)**

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Fey Ancestry **Racial Ability (Elf)**

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance **Racial Ability (Elf)**

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Arcane Trickster **Class Ability (Rogue)**

Arcane tricksters tended to prepare for any eventuality and then winged it, relying on their stealthiness to sneak in and use their spells to maximum advantage, then get away quickly.

Appears In: 5e Players Handbook

Cunning Action **Class Ability (Rogue)**

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.

Expertise (Thieves' tools) **Class Ability (Rogue)**

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.

Mage Hand Legerdemain **Class Ability (Rogue)**

When you cast mage hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it:

- You can stow one object the hand is holding in a container worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.
- You can use thieves' tools to pick locks and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

In addition, you can use the bonus action granted by your Cunning Action to control the hand.

Sneak Attack +3d6 **Class Ability (Rogue)**

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 **Class Ability (Rogue)**

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.

Uncanny Dodge **Class Ability (Rogue)**

Starting at 5th level, 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.

Prestidigitation **Elf, Racial 0th**

Transmutation cantrip
Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non instantaneous effects active at a time, and you can dismiss such an effect as an action.

Xarxes, Rogue 5 – Spells

Booming Blade

Rogue 0th

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Appears In: Sword Coast Adventures Guide - Beta

Mage Hand

Rogue 0th

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

Minor Illusion

Rogue 0th

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (a bit of fleece)

Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5 foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Disguise Self

Rogue 1st

1st-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Hideous Laughter

Rogue 1st

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (tiny tarts and a feather that is waved in the air)

Duration: Concentration, up to 1 minute

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Silent Image

Rogue 1st

1st-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15 foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Xarxes, Rogue 5 – Spells

Sleep

Rogue 1st

1st-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)

Duration: 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.