

## Vishnu Re'Var

CHARACTER NAME

Rogue 9

CLASS & LEVEL

Githzerai

RACE

Folk Hero

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

48,000

EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

18

+4

CONSTITUTION

14

+2

INTELLIGENCE

14

+2

WISDOM

14

+2

CHARISMA

10

+0

INSPIRATION

+4

PROFICIENCY BONUS

- SAVING THROWS
- ☐ +0 Strength
  - ☒ +8 Dexterity
  - ☐ +2 Constitution
  - ☒ +6 Intelligence
  - ☐ +2 Wisdom
  - ☐ +0 Charisma

- SKILLS
- ☒ +8 Acrobatics (Dex)
  - ☒ +6 Animal Handling (Wis)
  - ☐ +2 Arcana (Int)
  - ☐ +0 Athletics (Str)
  - ☐ +0 Deception (Cha)
  - ☐ +2 History (Int)
  - ☐ +2 Insight (Wis)
  - ☐ +0 Intimidation (Cha)
  - ☒ +10 Investigation (Int)
  - ☐ +2 Medicine (Wis)
  - ☐ +2 Nature (Int)
  - ☐ +2 Perception (Wis)
  - ☐ +0 Performance (Cha)
  - ☐ +0 Persuasion (Cha)
  - ☐ +2 Religion (Int)
  - ☒ +12 Sleight of Hand (Dex)
  - ☒ +12 Stealth (Dex)
  - ☒ +6 Survival (Wis)

16

ARMOR CLASS

+4

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 66

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I judge people by their actions, not their words.

If someone is in trouble, I'm always ready to lend help.

PERSONALITY TRAITS

Tyrants must not be allowed to oppress the people.

IDEALS

I protect those who cannot protect themselves.

BONDS

I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

rapier

+8

1d8+4

shortbow

+9

1d6+5

dagger

+8

1d4+4\*

\*thrown dagger range (20/60)

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Armor.  
Light Armor

Weapons.  
Simple Weapons, Hand Crossbow,  
Longsword, Rapier, Shortsword

Tools.  
Jeweler's Tools, Vehicles (Land), Thieves' Tools (+12)

Languages.  
Common, Gith, Thieves' Cant

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

30

rapier, +1 shortbow, quiver & 20 arrows, 2 daggers, studded leather armor, common clothes, spell component pouch, belt pouch

backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, jeweler's tools, shovel, iron pot, thieves' tools, 2 potions of healing

EQUIPMENT

Expertise.

Your proficiency bonus is doubled for any ability check you make that uses Investigation, Sleight of Hand, Stealth, or Thieves' Tools. (Already figured in)

Sneak Attack.

Once per turn, you can deal an extra 5d6 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.

Cunning Action.

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.

Uncanny Dodge.

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.

Evasion.

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Magical Ambush.

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.

Magical Ambush.

If you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

FEATURES & TRAITS



Vishnu Re'Var

CHARACTER NAME

40

AGE

Yellow

EYES

5 ft. 8 in.

HEIGHT

Sallow

SKIN

140 lbs.

WEIGHT

Bald

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

### Rustic Hospitality.

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

### Mental Discipline.

You have advantage on saving throws against the charmed and frightened conditions. Under the tutelage of monastic masters, githzerai learn to govern their own minds.

### Githzerai Psionics.

You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the shield spell once with this trait, and you regain the ability to do so when you finish a long rest.

When you reach 5th level, you can cast the detect thoughts spell once with this trait, and you regain the ability to do so when you finish a long rest.

Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



# Arcane Trickster

SPELLCASTING  
CLASS

Intelligence

SPELLCASTING  
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK  
BONUS

0

CANTRIPS

Mage Hand

Message

True Strike

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☐ Color Spray

☐ Shield

☐ Sleep

☐ Tasha's Hideous Laughter

4

7

8

2

2

☐ Blur

☐ Spider Climb

5

9

SPELLS KNOWN