



Arcane Trickster Rogue

CHARACTER NAME
Charlatan

BACKGROUND
Human

SPECIES

Rogue

CLASS
Arcane Trickster

SUBCLASS

3

LEVEL

XP

ARMOR CLASS

16

SHIELD

HIT POINTS

CURRENT

TEMP
15

MAX

HIT DICE

SPENT
3x d8

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

+2

14

MODIFIER

SCORE

INITIATIVE

+6

SPEED

30

SIZE

M

PASSIVE PERCEPTION

14

STRENGTH

0

10

MODIFIER

SCORE

☐ 0 Saving Throw

☐ 0 Athletics

☒ 4 Saving Throw

☐ 2 Arcana

☐ 2 History

☒ 4 Investigation

☐ 2 Nature

☐ 2 Religion

DEXTERITY

+4

18

MODIFIER

SCORE

☒ 6 Saving Throw

☒ 6 Acrobatics

☒ 8 Sleight of Hand

☒ 8 Stealth

WISDOM

+2

14

MODIFIER

SCORE

☐ 2 Saving Throw

☐ 2 Animal Handling

☒ 4 Insight

☐ 2 Medicine

☒ 4 Perception

☐ 2 Survival

CONSTITUTION

-1

8

MODIFIER

SCORE

☐ -1 Saving Throw

CHARISMA

+0

10

MODIFIER

SCORE

☐ Saving Throw

☒ 2 Deception

☐ 0 Intimidation

☐ 0 Performance

☐ 0 Persuasion

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

TOOLS

Thieves' Tools

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Scimitar	+6	1d6+4 pierce	Nick, Light
Dagger (x3)	+6	1d4+4 slash	Nick, Light, 20/60
Hand Crossbow	+6	1d6+4 pierce	Vex, Light, 30/120
Spell Attack	+6		
Spell DC	14		

CLASS FEATURES

Sneak Attack: You know how to strike subtly. Once per turn, extra 2d6 damage on hit if you have Advantage or ally is within 5ft.

Cunning Action: Bonus Action, Dash, Disengage, or Hide.

Steady Aim: Bonus Action, Advantage on next attack, if you don't move on your turn.

Vex: Advantage on next attack this turn.

Expertise: Sleight of Hand and Stealth.

Thieves' Cant: Secret language.

Weapon Mastery: Two weapons.

Cantrips: Two cantrips.

Mage Hand Legerdemain: Invisible Mage Hand as Bonus Action.

Light: Second attack with Bonus Action.

Nick: 2nd attack from Light as action, leaving bonus action free.

SPECIES TRAITS

Heroic Inspiration: Whenever you finish a Long Rest.

Skillful: You gain proficiency in one skill of your choice.

Versatile. You gain an extra origin feat.

FEATS

Alert: When you roll Initiative, you can add your Proficiency Bonus to the roll.

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with one willing ally.

Magic Initiate: 2 cantrips and level 1 spell cast once w/o slot.

APPEARANCE

LANGUAGES

Common, Thieves' Cant,
Sanskrit

EQUIPMENT	
Crystal Pendant (Spell Focus)	
Studded Leather Armour	
Ball Bearings	
Bell	
Grappling Hook	
Crowbar	
Hooded Lantern	
Oil Flask	
Rations	
Rope (30ft)	
Costume, Fine Clothes	
Forgery Kit	
Magic Item Attunement	

COINS				
CP	SP	EP	GP	PP
			23	

SPELLBOOK

CANTRIPS

ELEMENTALISM

level 0 - transmutation

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You exert control over the elements, creating one of the following effects within range:

Beckon Air. You create a breeze strong enough to ripple cloth, stir dust, rustle leaves, and close open doors and shutters, all in a 5-foot Cube. Doors and shutters being held open by someone or something aren't affected.

Beckon Earth. You create a thin shroud of dust or sand that covers surfaces in a 5-foot-square area, or you cause a single word to appear in your handwriting in a patch of dirt or sand.

Beckon Fire. You create a thin cloud of harmless embers and colored, scented smoke in a 5-foot Cube. You choose the color and scent, and the embers can light candles, torches, or lamps in that area. The smoke's scent lingers for 1 minute.

Beckon Water. You create a spray of cool mist that lightly dampens creatures and objects in a 5-foot Cube. Alternatively, you create 1 cup of clean water either in an open container or on a surface, and the water evaporates in 1 minute.

Sculpt Element. You cause dirt, sand, fire, smoke, mist, or water that can fit in a 1-foot Cube to assume a crude shape (such as that of a creature or an object) for 1 hour.

FRIENDS

level 0 - enchantment

Casting Time: Action

Range: 10 feet

Components: S, M (some makeup)

Duration: Concentration, up to 1 minute

You magically emanate a sense of friendship toward one creature you can see within range. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target succeeds automatically if it isn't a Humanoid, if you're fighting it, or if you have cast this spell on it within the past 24 hours.

The spell ends early if the target takes damage or if you make an attack roll, deal damage, or force anyone to make a saving throw. When the spell ends, the target knows it was Charmed by you.

MAGE HAND

level 0 - conjuration

Casting Time: 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. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

When you cast the spell, 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.

As a Magic action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet.

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

MESSAGE

level 0 - transmutation

Casting Time: Action

Range: 120 feet

Components: S, M (a copper wire)

Duration: 1 round

You point toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence; 1 foot of stone, metal, or wood; or a thin sheet of lead blocks the spell.

MINOR ILLUSION

level 0 - illusion

Casting Time: 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. See the descriptions below for the effects of each. The illusion ends if you cast this spell again.

If a creature takes a Study 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.

Sound. 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.

Image. 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, since things can pass through it.

LEVEL 1

DISGUISE SELF

level 1 - illusion

Casting Time: 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. You can seem 1 foot shorter or taller and can appear heavier or lighter. You must adopt a form that has the same basic arrangement of limbs as you have. 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.

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

JUMP

level 1 - transmutation

Casting Time: Bonus Action
Range: Touch
Components: V, S, M (a grasshopper's hind leg)
Duration: 1 minute

You touch a willing creature. Once on each of its turns until the spell ends, that creature can jump up to 30 feet by spending 10 feet of movement.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

SHIELD

level 1 - abjuration

Casting Time: Reaction, which you take when you are hit by an attack roll or targeted by the *Magic Missile* spell
Range: Self
Components: V, S
Duration: 1 round

An imperceptible barrier of magical force protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *Magic Missile*.

SLEEP

level 1 - enchantment

Casting Time: Action
Range: 60 feet
Components: V, S, M (a pinch of sand or rose petals)
Duration: Concentration, up to 1 minute

Each creature of your choice in a 5-foot-radius Sphere centered on a point within range must succeed on a Wisdom saving throw or have the Incapacitated condition until the end of its next turn, at which point it must repeat the save. If the target fails the second save, the target has the Unconscious condition for the duration. The spell ends on a target if it takes damage or someone within 5 feet of it takes an action to shake it out of the spell's effect.

Creatures that don't sleep, such as elves, or that have Immunity to the Exhaustion condition automatically succeed on saves against this spell.