

## Yoshi (Lucky)

### Human Rogue 5 - CR 2

Chaotic Good Humanoid; Deity: **San**; Background:  
**Charlatan**; Age: **26**; Height: **5' 7"**; Weight: **115lb**.

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	<b>9</b>	<b>-1</b>	<b>-1</b>
<b>DEX</b> DEXTERITY	<b>18</b>	<b>+4</b>	<b>+7</b>
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	<b>+2</b>
<b>INT</b> INTELLIGENCE	<b>11</b>	<b>0</b>	<b>+3</b>
<b>WIS</b> WISDOM	<b>15</b>	<b>+2</b>	<b>+2</b>
<b>CHA</b> CHARISMA	<b>13</b>	<b>+1</b>	<b>+1</b>

<b>AC</b>	<b>16</b>	<b>Initiative</b>	<b>+4</b>	<b>Speed</b>	<b>30 ft</b>
<b>Proficiency</b>	<b>+3</b>	<b>Inspiration</b>			
<b>HP</b>	<b>50</b>	<b>HD</b>	<b>5d8</b>	<b>Death Saves</b>	
Damage / Current HP		HD Used		Success/Fail	

**Number of Attacks** **1**

#### +1 Rapier

Main hand: **+8, 1d8+5 piercing** Finesse

#### Shortbow

Ranged, both hands: **+7, 1d6+4 piercing** Rng: 80 ft./320 ft.  
Ammunition, Two-Handed

#### Shortsword

Main hand: **+7, 1d6+4 piercing** Finesse, Light  
Main w/ offhand: **+7, 1d6+4 piercing**  
Offhand: **+7, 1d6 piercing**

#### Unarmed strike

Main hand: **+2, 1 bludgeoning**

#### Studded leather

**+2**



5<sup>th</sup> Edition SRD



Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+4</b>	DEX (4)	-	
<b>Animal Handling</b>	<b>+2</b>	WIS (2)	-	
<b>Arcana</b>	<b>+0</b>	INT (0)	-	
<b>Athletics</b>	<b>-1</b>	STR (-1)	-	
<b>Deception</b>	<b>+1</b>	CHA (1)	-	
<b>History</b>	<b>+0</b>	INT (0)	-	
<b>Insight</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidation</b>	<b>+1</b>	CHA (1)	-	
<b>Investigation</b>	<b>+0</b>	INT (0)	-	
<b>Medicine</b>	<b>+2</b>	WIS (2)	-	
<b>Nature</b>	<b>+0</b>	INT (0)	-	
<b>Perception</b>	<b>+2</b>	WIS (2)	-	
<b>Performance</b>	<b>+1</b>	CHA (1)	-	
<b>Persuasion</b>	<b>+1</b>	CHA (1)	-	
<b>Religion</b>	<b>+0</b>	INT (0)	-	
<b>Sleight of Hand</b>	<b>+4</b>	DEX (4)	-	
<b>Stealth</b>	<b>+4</b>	DEX (4)	-	
<b>Survival</b>	<b>+2</b>	WIS (2)	-	

**Passive Perception: 12**

#### Other Proficiencies:

**Tools:** Disguise kit (+3); Forgery kit (+3); Thieves' tools (+6)

**Weapons:** Simple weapons; Crossbow, hand; Longsword; Rapier; Shortsword

**Armor:** Light armor

## Gear

**Total Weight Carried: 65.5 lbs,  
(Maximum: 135 lbs)**

+1 Rapier	2 lbs
10 feet of string	-
Backpack (empty)	5 lbs
Ball bearings (bag of 1,000)	2 lbs
Bell	-
Candle x5	-
Crowbar	5 lbs
Hammer	3 lbs
Lantern, hooded	2 lbs
Oil (flask) x2	2 lbs (2 @1 lb)
Piton x10	2.5 lbs (10 @0.25 lb)
Rations x5	10 lbs (5 @2 lbs)
Rope, hempen (50 feet)	10 lbs
Shortbow	-
Shortsword	2 lbs
Studded leather	13 lbs
Thieves' tools (+6)	1 lb
Tinderbox	1 lb
Waterskin	5 lbs

## Special Abilities

### 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.

### 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 proficiencies.

### False Identity

You have created an alternate identity with documentation to back it up with contacts and disguises that suit your persona. You also have skills in forging documents like official papers and personal letters from individuals. As long as you

### Fast Hands

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

### Second-Story Work

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement.

### 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

### 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.

## Tracked Resources

Candle	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Oil (flask)	<input type="checkbox"/> <input type="checkbox"/>
Rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common

Elvish

## Experience & Wealth

Experience Points: 4/5

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

## Role Playing

**Personality Trait:** Locations - Whenever I am in a new place I make mental notes of all the valuables and their locations, or where things might be hidden.

**Personality Trait:** Odds - I don't care about the risks, don't ever tell me the odds.

**Ideal:** Friendship - Material goods do not last; however friendship is forever. (Good)

**Bond:** Vengeance - A vicious noble once caused the death of someone you cared about. Although the crime was covered up, and the noble has disappeared; you've sworn to hunt them down.

**Flaw:** Debt - I spend my coin faster than it comes in which means I am always in debt.

: Sleight-of-hand - I run sleight-of-hand cons on street corners and back alleys.

## Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

## Yoshi (Lucky) – Abilities & Gear

### False Identity

#### Unknown

You have created an alternate identity with documentation to back it up with contacts and disguises that suit your persona. You also have skills in forging documents like official papers and personal letters from individuals. As long as you have seen an example of a type of document you can easily duplicate the style of the document to forge it to say whatever you want.

### 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.

### Fast Hands

#### Class Ability (Rogue)

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

### Second-Story Work

#### Class Ability (Rogue)

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

### 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.