D&D BEYOND

Hitch

CHARACTER NAME

Rogue 6	Criminal/Spy	Utkarsh Ambudkar
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Chaotic Good	14,410
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH	11 (0)
DEXTERITY	18 (+4)
CONSTITUTION	12 (+1)
INTELLIGENCE	13 (+1)
WISDOM	15 (+2)
CHARISMA	17 (+3)

INSPIRATION

+3 PROFICIENCY BONUS

○	+0	Strength
●	+7	Dexterity
○	+1	Constitution
●	+4	Intelligence
○	+2	Wisdom
○	+3	Charisma

SAVING THROWS

●	+7	Acrobatics (Dex)
○	+2	Animal Handling (Wis)
○	+1	Arcana (Int)
○	+0	Athletics (Str)
●	+6	Deception (Cha)
○	+1	History (Int)
●	+8	Insight (Wis)
○	+3	Intimidation (Cha)
○	+1	Investigation (Int)
○	+2	Medicine (Wis)
○	+1	Nature (Int)
●	+8	Perception (Wis)
○	+3	Performance (Cha)
●	+9	Persuasion (Cha)
○	+1	Religion (Int)
●	+7	Sleight of Hand (Dex)
●	+10	Stealth (Dex)
○	+2	Survival (Wis)

SKILLS

12 PASSIVE WISDOM (PERCEPTION)

Languages: Goblin, Common, Thieves' Cant

Proficiencies: Crossbow (Hand), Dice Set, Disguise Kit, Light Armor, Longsword, Rapier, Shortsword, Simple Weapons, Thieves' Tools

OTHER PROFICIENCIES & LANGUAGES

15 ARMOR CLASS

+4 INITIATIVE

30 ft. SPEED

Hit Point Maximum 43

43

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Vicious Longsword	+7	1d8+3 Slashing
Daggers*	+7	1d4+4 Piercing

*For some reason, unless the DM says otherwise, Hitch always has access to just one more dagger.

ATTACKS & SPELLCASTING

CP	0	- Leather Armor - Vicious Longsword - Dagger(s)
SP	0	- Immovable Rod - Zhentarim Ring - Boots of Spider Climbing
EP	0	- Burglar's Pack: backpack, bag of 1,000 ball bearings, 10 feet of string, bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, tinderbox, 50' hempen rope, 5 days rations, waterskin.
GP	15	
PP	0	- Thieves' Tools: small file, lockpick set, pliers, small mirror mounted on metal handle, narrow-bladed scissors - Clothes, Common with hooded cloak - Pouch

EQUIPMENT

I don't pay attention to the risks in a situation. Never tell me the odds.

PERSONALITY TRAITS

Redemption. There's a spark of good in everyone. (Good)

IDEALS

I will become the greatest thief that ever lived.

BONDS

If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.

FLAWS

Roguish Archetype: Thief

Expertise: Persuasion, Stealth

Sneak Attack: +3d6 damage on attacks with advantage

Cunning Action: Bonus action to use Dash, Disengage, Hide

Fast Hands: Bonus action to pick locks, disarm traps, use an object (and look awesome doing it)

Second-Story Work: Climbing doesn't cost extra movement; running jump increases by Dex mod

Uncanny Dodge: Use reaction to halve damage from an attacker you can see

FEATURES & TRAITS

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D&D BEYOND

Hitch

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

Allies:
Arkhan (Dragonborn Oathbreaker Paladin)
Jamilah (Human Barbarian)
Tyril Tallguy (Firbolg Druid)
Caliope (Half-Elf Bard)

NAME

Force Grey

FORCE GREY
LOST CITY OF OMU

SYMBOL

ALLIES & ORGANIZATIONS

Hitch started off life on the wrong foot and the wrong side of the wagon tracks. Besides the Sword Coast, the only other place he's ever called home is Durpar in Southeast Faerûn, which has been conquered by goblinoids allied with Durpar's ruling merchant house.

Now, he tries to keep two steps ahead of his shady past, avoiding run-ins with the Zhentarim and other nefarious acquaintances.

With his quick wit and roguish charm, Hitch plans to somehow land on his feet, on a pile of gold, with a treasure map in each hand, but until then he needs all the friends he can get.

CHARACTER BACKSTORY

Immovable Rod: Press the button on the rod to have it become magically fixed in place. Holds up to 8000 pounds. Won't move until the button is pushed again. Can be in mid-air!

Zhentarim Ring: Allows wearer to see in normal and magical darkness, see invisible creatures and objects, auto detect visual illusions, see the original form of a shapechanger or creature transformed by magic, and see into the Ethereal Plane. 120' radius.

ADDITIONAL FEATURES & TRAITS

TREASURE

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1

PREPARED | SPELL NAME

2

3

4

5

6

7

8

9

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