

Night of Dreams (Night)

CHARACTER NAME

Rogue Inquisitive1

CLASS & LEVEL

Tabaxi

RACE

Investigator

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+4

18

CONSTITUTION

+1

12

INTELLIGENCE

0

10

WISDOM

+2

14

CHARISMA

0

11

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ -1 Strength
- ☒ +7 Dexterity
- ☐ +1 Constitution
- ☒ +3 Intelligence
- ☐ +2 Wisdom
- ☐ 0 Charisma

SAVING THROWS

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

SKILLS

15

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum 32

CURRENT HIT POINTS

TEMPORARY HIT POINTS

6x(1d8+1)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+7

1d4+4 piercing

Number of Attacks: 1

ATTACKS & SPELLCASTING

Leather
Manacles
Pouch
Thieves' Tools

18

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Thieves' Tools

Weapon Proficiencies: Crossbow, hand;
Longsword; Rapier; Shortsword; Simple

Armor Proficiencies: Light

Language Proficiencies: Common; Draconic;
Elvish; Goblin

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

10

PP

TREASURE

EQUIPMENT



Night of Dreams (Night)

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY

FEATURES & TRAITS

Darkvision: 60 ft.

-----Bonus Actions-----

Cunning Action. As a bonus action you can Dash, Disengage or Hide (use once/turn).

-----Reactions-----

Uncanny Dodge. Halve the damage from an attacker you can see that hits you.

-----Other Traits-----

Eye for Detail. Starting at 3rd level, you can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues. .

Cat's Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Cat's Talent. You have proficiency in the Perception and Stealth skills.

Ear for Deceit. When you choose this archetype at 3rd level, you develop a talent for picking out lies. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.

Equipment. You possess a uniform in the style of your unit and indicative of your rank and a horn with which to summon help. Enter these to your inventory manually as custom items.

Feline Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of your turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Insightful Fighting. At 3rd level, you gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you can make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it. This benefit lasts for 1 minute or until you successfully use this feature against a different target. .

Languages. You can speak, read, and write Common and one other language of your choice.

Skill Expert. You have honed your proficiency with particular skills, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in one skill of your choice.
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Sneak Attack. 3d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn).

Thieves' Cant. Convey secret messages hidden in normal conversation.

Watcher's Eye. Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter. .