D&D BEYOND

Quevara Silverbow

CHARACTER NAME

Rogue 7 [Inquisitive]		
CLASS & LEVEL		PLAYER NAME
Aereni High Elf	Courtier	
RACE	BACKGROUND	EXPERIENCE POINTS

STRENGTH	-1 (9)
DEXTERITY	+4 (18)
CONSTITUTION	+2 (14)
INTELLIGENCE	+1 (12)
WISDOM	+2 (14)
CHARISMA	+0 (10)

○	-1	Strength
⊙	+7	Dexterity
○	+2	Constitution
⊙	+4	Intelligence
○	+2	Wisdom
○	+0	Charisma

Saving Throw Modifiers

Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

Ⓟ	+7	Acrobatics	DEX
○	+2	Animal Handling	WIS
○	+1	Arcana	INT
○	-1	Athletics	STR
Ⓟ	+3	Deception	CHA
○	+1	History	INT
Ⓔ	+8	Insight	WIS
○	+0	Intimidation	CHA
Ⓔ	+7	Investigation	INT
○	+2	Medicine	WIS
○	+1	Nature	INT
Ⓔ	+8	Perception	WIS
Ⓟ	+3	Performance	CHA
Ⓟ	+3	Persuasion	CHA
○	+1	Religion	INT
○	+4	Sleight of Hand	DEX
Ⓔ	+10	Stealth	DEX
○	+2	Survival	WIS
○			
○			
○			

SKILLS

+4 INITIATIVE

ARMOR 16 CLASS

DEFENSES

INSPIRATION

+3 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
52		--

HIT POINTS

Total 7d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===
Thieves' Tools

=== LANGUAGES ===
Common, Dwarvish, Elvish, Halfling, Sylvan, Thieves' Cant

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Cunning Action

You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

Eye for Detail

You can use a bonus action to make a Perception check to spot a hidden creature or object or to make an Investigation check to uncover or decipher clues.

Insightful Fighting

As a bonus action, you can make an Insight check against a creature you can see that isn't incapacitated, contested by the target's 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 for 1 minute or until you use this feature against a different target.

Steady Aim

As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

ACTIONS

18	PASSIVE WISDOM (PERCEPTION)
18	PASSIVE WISDOM (INSIGHT)
17	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +1	+8	1d8+5 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger, +1	+8	1d4+5 Piercing	Simple, Finesse, Light, Thrown, Range (20/60), Booming Blade: 1d8 Thunder, 2d8 Thunder
Dagger, +1	+8	1d4+5 Piercing	Simple, Finesse, Light, Thrown, Range (20/60), Booming Blade: 1d8 Thunder, 2d8 Thunder
Rapier, +1	+8	1d8+5 Piercing	Martial, Finesse, Booming Blade: 1d8 Thunder, 2d8 Thunder
Unarmed Strike	+2	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

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CHARACTER NAME	CLASS & LEVEL / PLAYER NAME
	Aereni High Elf / Courtier
	RACE / BACKGROUND / EXPERIENCE POINTS

=== ROGUE FEATURES ===

* Hit Points • PHB 95

* Proficiencies • PHB 95

* Expertise • PHB 96
Your proficiency bonus is doubled for any ability check you make that uses any of the chosen proficiencies.

* Sneak Attack • PHB 96
Once per turn, you can deal an extra 4d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

| Special

* Thieves' Cant • PHB 96
You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

* Cunning Action • PHB 96
You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

| 1 Bonus Action

* Steady Aim • TCoE 62
As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

| 1 Bonus Action

* Roguish Archetype • PHB 96

| Inquisitive

* Ear for Deceit • XGtE 45
Whenever you make an Insight check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.

* Eye for Detail • XGtE 46
You can use a bonus action to make a Perception check to spot a hidden creature or object or to make an Investigation check to uncover or decipher clues.

| 1 Bonus Action

* Insightful Fighting • XGtE 46
As a bonus action, you can make an Insight check against a creature you can see that isn't incapacitated, contested by the target's 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 for 1 minute or until you use this feature against a different target.

| 1 Bonus Action

* Ability Score Improvement • PHB 96

* Uncanny Dodge • PHB 96
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.

| 1 Reaction

* Evasion • PHB 96
When you are subjected to an effect that allows you to make a DEX 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.

=== AERENI HIGH ELF RACIAL TRAITS ===

* Darkvision • BR 23
You can see in darkness (shades of gray) up to 60 ft.

* Keen Senses • BR 23
You have proficiency in the Perception skill.

* Fey Ancestry • BR 23
You have advantage on saves against being charmed, and magic can't put you to sleep.

* Trance • BR 23
You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

* Aereni Elf • WGtE
You can choose one skill or tool proficiency. Your proficiency bonus is doubled for any ability check you make that uses this chosen proficiency.

* Cantrip • WGtE
You know one cantrip of your choice from the wizard spell list. INT is your spellcasting ability for it.

* Extra Language • WGtE
You can speak, read, and write one extra language of your choice.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	3

WEIGHT CARRIED	79.66 lb.
ENCUMBERED	135 lb.
PUSH/DRAG/LIFT	270 lb.

NAME	QTY	WEIGHT
Studded Leather	1	13 lb.
Crossbow, Light, +1	1	5 lb.
Dagger, +1	1	1 lb.
Dagger, +1	1	1 lb.
Rapier, +1	1	2 lb.
Cloak of Elvenkind	1	--
Crossbow Bolts	20	1.5 lb.
Backpack	1	5 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Traveler's	1	4 lb.
Crowbar	1	5 lb.
Lantern, Hooded	1	2 lb.
Mess Kit	1	1 lb.
Oil (flask)	6	6 lb.
Rations (1 day)	10	20 lb.

NAME	QTY	WEIGHT
Rope, Silk (50 feet)	1	5 lb.
Thieves' Tools	1	1 lb.
Tinderbox	1	1 lb.
Waterskin	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Cloak of Elvenkind	1	--

EQUIPMENT

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Quevara Silverbow

CHARACTER NAME

Female	113	Medium	5' 8"	104
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Oghma	Fair	Blue	Blonde
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I always want to know how things work and what makes people tick. I like to talk at length about my profession.

PERSONALITY TRAITS

People. I'm committed to the people I care about, not to ideals. (Neutral)

IDEALS

The workshop where I learned my trade is the most important place in the world to me.

BONDS

I would kill to acquire a noble title.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Booming Blade	Cantrip	+4	1A	Self/5 ft. Sphere	S,M	1 round	SCAG 142	D: 1Rnd, 5 ft. Sphere, S/M

SPELLS

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