

Tybalt Silverglow

Character Name
Rogue 1
CLASS
1 (1) 0 / 300
Character Level (CR) EXP/NEXT LEVEL

Chris Thun

Player Name
Elf (Wood) / Humanoid
RACE
18 Male
AGE GENDER

Deity
Medium / 5 ft.
SIZE / FACE
Gray
EYES

None
Region
5' 5" / 118 lbs.
HEIGHT / WEIGHT
Pale blue-gray
HAIR

Chaotic Neutral
Alignment
Darkvision (60 ft.)
VISION
Points



ABILITY NAME ABILITY EQUIPPED ABILITY ABILITY PENALTY
SCORE SCORE MODIFIER DAMAGE
STR 13 +1
DEX 17 +3
CON 13 +1
INT 8 -1
WIS 12 +1
CHA 14 +2

SAVING THROWS TOTAL BASE ABILITY MAGIC MISC EPIC TEMP
STRENGTH +1 = +0 +1 +0 +0 +0 +
DEXTERITY +5 = +0 +3 +0 +2 +0 +
CONSTITUTION +1 = +0 +1 +0 +0 +0 +
INTELLIGENCE +1 = +0 -1 +0 +2 +0 +
WISDOM +1 = +0 +1 +0 +0 +0 +
CHARISMA +2 = +0 +2 +0 +0 +0 +

TOTAL BASE ATTACK BONUS STAT SIZE MISC EPIC TEMP
MELEE +1 = +0 +1 +0 +0 +0 +
RANGED +3 = +0 +3 +0 +0 +0 +
GRAPPLE +1 = +0 +1 +0 +0 +0 +

*Longsword HAND TYPE SIZE CRITICAL REACH
Primary S M none/x0 5 ft.
TOTAL ATTACK BONUS DAMAGE
+3 1d8+1

Crossbow, Hand HAND TYPE SIZE CRITICAL REACH
Carried P M none/x0 5 ft.

Shortsword HAND TYPE SIZE CRITICAL REACH
Carried P M none/x0 5 ft.
TOTAL ATTACK BONUS DAMAGE
+3 1d6+1

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR TYPE AC MAXDEX CHECK SPELL FAILURE
*Leather +14 +0 0

WOUNDS/CURRENT HP SUBDUAL DAMAGE DAMAGE REDUCTION SPEED
HP 9 Walk 35 ft.
AC 14 : 14 : 17 = 14 + 0 + 0 + 3 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0
INITIATIVE +3 = +3 + +0
TOTAL DEX MODIFIER MISC MODIFIER
Encumbrance Light

TOTAL SKILLPOINTS: 0		SKILLS		MAX RANKS: 0/0	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	5	=	3	+ 2
✓ Animal Handling	WIS	1	=	1	
✓ Arcana	INT	-1	=	-1	
✓ Athletics	STR	1	=	1	
✓ Deception	CHA	4	=	2	+ 2
✓ History	INT	1	=	-1	+ 2
✓ Insight	WIS	1	=	1	
✓ Intimidation	CHA	2	=	2	
✓ Investigation	INT	-1	=	-1	
✓ Medicine	WIS	1	=	1	
✓ Nature	INT	-1	=	-1	
✓ Perception	WIS	3	=	1	+ 2
✓ Performance	CHA	2	=	2	
✓ Persuasion	CHA	4	=	2	+ 2
✓ Religion	INT	-1	=	-1	
✓ Sleight of Hand	DEX	3	=	3	
✓ Stealth	DEX	5	=	3	+ 2
✓ Survival	WIS	3	=	1	+ 2
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Conditional Skill Modifiers:
+2 Dragonchess Set
+2 Thieves' Tools

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	none/x0	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+3	1d4+1	2W-P-(OH)	-3		1d4+1
1H-O	-1	1d4+1	2W-P-(OL)	-1		1d4+1
2H	+3	1d4+1	2W-OH	-7		1d4+1
Range: 0 ft.		To Hit: +5		Damage: 1d4+4		
20 ft.		40 ft.		60 ft.		80 ft.
TH	+5	+5	+5	+5		+5
Dam	1d4+4	1d4+4	1d4+4	1d4+4		1d4+4

Rapier		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	none/x0	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+3		1d8+1				

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Longsword	Equipped	1	3 / 15
Leather	Equipped	1	10 / 10
Dragonchess Set	Equipped	1	0.5 / 1
Thieves' Tools	Equipped	1	1 / 25
+2			
Crossbow, Hand	Carried	1	3 / 75
Shortsword	Carried	1	2 / 10
Dagger	Carried	2	1 (2) / 2 (4)
Rapier	Carried	1	2 / 25
TOTAL WEIGHT CARRIED/VALUE		23.5 lbs.	165gp

WEIGHT ALLOWANCE			
Light	65	Medium	130
Lift over head	65	Lift off ground	130
		Heavy	195
		Push / Drag	325

MONEY	
Total= 0 gp	

MAGIC

Languages
Common, Elvish

Other Companions

Special Qualities	
Ability Score Increase	[PH, p.23]
Your Dexterity score increases by 2.	
Ability Score Increase	[PH, p.24]
Your Wisdom score increases by 1.	
Noble Bond ~ 1	[PH]
I will face any challenge to win the approval of my family.	
Noble Flaw ~ 1	[PH]
I secretly believe that everyone is beneath me.	
Noble Ideal ~ 3	[PH]
Independence. I must prove that I can handle myself without the coddling of my family. (Chaotic)	
Noble Personality Trait ~ 5	[PH]
I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.	
Noble	[PH]
Equipment: A set of fine clothes, a signet ring, a scroll of pedigree, and a purse containing 25 gp	
Darkvision	[PH, p.23]
Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.	
Elf Weapon Training	[PH, p.24]
You have proficiency with the longsword, shortsword, shortbow, and longbow.	
Expertise	[PH]
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.	
Feature: Position of Privilege	[PH]
Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and	

other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Fey Ancestry	[PH, p.23]
You have advantage on saving throws against being charmed, and magic can't put you to sleep.	

Fleet of Foot	[PH, p.24]
Your base walking speed increases to 35 feet.	

Keen Senses	[PH, p.23]
You have proficiency in the Perception skill.	

Languages	[PH, p.23]
You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.	

Mask of the Wild	[PH, p.24]
You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.	

Sneak Attack	[PH]
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	[PH]
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.	

Trance	[PH, p.23]
Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") 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.	

Proficiencies
Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike

Templates
First Level
Rogue

Tybalt Silverglow

Elf (Wood)

RACE

18

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 5"

HEIGHT

118 lbs.

WEIGHT

Gray

EYE COLOUR

Fair

SKIN COLOUR

Pale blue-gray,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

