

# Tevin

CHARACTER NAME

<b>Warlock (The Great Old One) 1</b>	<b>Urchin</b>	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
<b>Dark elf (nb)</b>	<b>Chaotic good</b>	<b>0</b>
RACE	ALIGNMENT	EXPERIENCE POINTS

**STRENGTH**

-1

**DEXTERITY**

+2

**CONSTITUTION**

+0

**INTELLIGENCE**

+1

**WISDOM**

+2

**CHARISMA**

+4

**INSPIRATION**

+2

**PROFICIENCY BONUS**

☐ -1 Strength

☐ +2 Dexterity

☐ +0 Constitution

☐ +1 Intelligence

☒ +4 Wisdom

☒ +6 Charisma

**SAVING THROWS**

☐ +2 Acrobatics (Dex)

☐ +2 Animal Handling (Wis)

☐ +1 Arcana (Int)

☐ -1 Athletics (Str)

☒ +6 Deception (Cha)

☐ +1 History (Int)

☐ +2 Insight (Wis)

☐ +4 Intimidation (Cha)

☒ +3 Investigation (Int)

☐ +2 Medicine (Wis)

☐ +1 Nature (Int)

☒ +4 Perception (Wis)

☐ +4 Performance (Cha)

☐ +4 Persuasion (Cha)

☐ +1 Religion (Int)

☒ +4 Sleight of Hand (Dex)

☒ +4 Stealth (Dex)

☐ +2 Survival (Wis)

**SKILLS**

14  
AC

+2  
INITIATIVE

30 ft.  
SPEED

Hit Point Maximum 8

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 1d8

HIT DICE

Successes ☐ ☐

Failures ☐ ☐

NAME	ATK	DAMAGE/TYPE
Dagger	+4	1d4+2 piercing
Light crossbow	+4	1d8+2 piercing

Dagger. Melee : +4 (1d4+2 piercing ; finesse, light, thrown (range 20/60))

Light crossbow. Ranged : +4 (1d8+2 piercing ; ammunition (range 80/320), loading, two-handed)

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

**14**

PASSIVE WISDOM (PERCEPTION)

**Weapons** simple weapons, rapier, shortsword, hand crossbow

**Armors** light armor,

**Tools** disguise kit, thieves' tools

**Languages** Common, Elvish

**CP** 0

**SP** 0

**EP** 0

**GP** 100

**PP** 0

Dagger (2), light crossbow, studded leather, thieves' tools, disguise kit, 20 crossbow bolts, component pouch, backpack, book, ink/1 ounce bottle, ink pen, parchment/1 sheet (10), clothes/common, little bag of sand, small knife, small knife, map of a city, pet mouse, belt pouch

Equipment weight 40.5 lb - Cost 288.52 gp

Coins weight 1 lb

**Awakened Mind**  
Starting at 1st level, your alien knowledge gives you the ability to touch the minds of other creatures. You can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

**Fey Ancestry**  
You have advantage on Saving Throws against being Charmed, and magic can't put you to sleep

**Trance**  
You only need to sleep 4 hours per long rest.

**City Secrets**  
You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

**Expanded Spell List PHB 110**  
Pact Magic  
Darkvision (120 ft.)  
Keen Senses  
Drow Weapon Training PHB 24  
Sunlight Sensitivity PHB 24  
Drow Magic (dancing lights at will)

**Tevin**

CHARACTER NAME

**6'1 (Medium)**

AGE

HEIGHT

WEIGHT

**Blackened Purple****Medium Gray****White and Silver**

EYES

SKIN

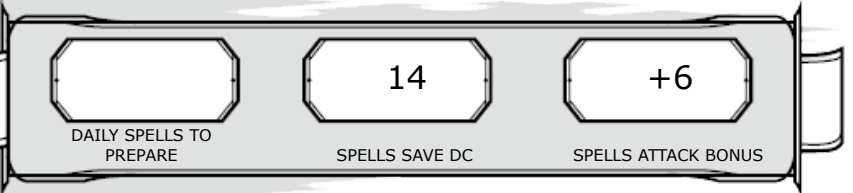
HAIR

A willowy tall build, scrappy and a little greasy with short unkempt hair

**APPEARANCE****ALLIES & ORGANIZATIONS**

Urchin

**CHARACTER BACKSTORY****ADDITIONAL FEATURES****TREASURE**

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