

2

CHARACTER NAME <u>Zanbir's Amindab</u>		 LEVEL XP	ARMOR CLASS SHIELD	HIT POINTS CURRENT TEMP MAX 20	HIT DICE SPENT MAX 3d8	DEATH SAVES SUCCESSES FAILURES
BACKGROUND <u>Urban Bounty Hunter</u>	CLASS <u> Rogue </u>					
SPECIES <u>Aarakocra</u>	SUBCLASS <u>Soul Knife</u>					

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

+2 14
MODIFIER SCORE

INITIATIVE

+3

SPEED

30
(Flying)

SIZE

Med.

PASSIVE PERCEPTION

12

STRENGTH

-1 9
MODIFIER SCORE

☐ Saving Throw
☐ Athletics

SAVING THROW

- ☒ Saving Throw
- ☐ Arcana
- ☐ History
- ☐ Investigation
- ☐ Nature
- ☐ Religion

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes

DEXTERITY

+3 16
MODIFIER SCORE

☒ Saving Throw
☐ Acrobatics
☐ Sleight of Hand
☐ Stealth

WISDOM

+2 14
MODIFIER SCORE

☐ Saving Throw
☐ Animal Handling
☒ Insight
☐ Medicine
☐ Perception
☐ Survival

CLASS FEATURES

Gust of wind spell (once per long rest) - based off intelligence

Sneak attack (1x extra add damage if advantage)

1x Psionic Die -> Points to spend on:

- Psionic bolstered knuckle and Psionic weapons.
- Required after Long Rest
- When ability check failed, roll Psionic die and add to it
- Psionic connection with other party member
- Roll die to determine duration of link

Cunning action - Bonus action: Dash, Disengage, Hide

Steady aim

CONSTITUTION

0 11
MODIFIER SCORE

☐ Saving Throw

CHARISMA

+2 13
MODIFIER SCORE

☐ Saving Throw

HEROIC INSPIRATION

SAVING THROW

- ☒ Deception
- ☒ Intimidation
- ☐ Performance
- ☐ Persuasion

SPECIES TRAITS

Talons 1d6 + Str Slash

FEATS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

Simple weapons

Hand crossbows

Longswords

Rapiers

Shortswords

TOOLS

Thieves Tools

CARDS

Lyre

12 15 14 14 9 11

8 20

