

Leather

+1

+0

0

EQUIPMENT									
ITEM	LOCATION	QTY	WT / COST						
Crossbow, Light LongRange: 320, RangeLongMult: 4, ShortRange: 80	Equipped	1	5 / 25						
Studded Leather	Equipped	1	13 / 45						
Quiver 4,5 lbs., 3 Crossbow bolts (20)	Equipped	1	1 / 1						
Crossbow bolts (20)	Quiver	3	NaN (NaN) / 1 (3)						
Thieves' Tools	Carried	1	1 / 25						
Thieves' Tools	Equipped	1	1 / 25						
Torch	Equipped	2	1 (2) / 0 (0)						
Crowbar	Carried	1	5 / 2						
Holy Symbol (Amulet)	Carried	1	1 / 5						
Dagger LongRange: 60, RangeLongMult: 3, ShortRange: 20	Carried	3	1 (3) / 2 (6)						
Leather	Carried	1	10 / 10						
Shortsword	Carried	2	2 (4) / 10 (20)						
City Map	Carried	1	0/0						
Clothes (Common/Dark) Includes hood	Carried	1	3 / 0.5						
16 An old divination card bearing your likeness	Carried	1	0 / 0						
Belt Pouch	Carried	1	1 / 0.5						
Belt Pouch	Carried	1	1 / 0.5						
Prayer Book	Carried	1	0/0						
Stick of Incense	Carried	5	0 (0) / 0 (0)						
Vestments	Carried	1	0/0						
Clothes, Common	Carried	1	3 / 0.5						
TOTAL WEIGHT CARRIED/VALUE	59,1 lbs.	16	9gp						

WEIGHT ALLOWANCE

Lift over head 135 Medium 135 Heavy 135 Lift over head 135 Lift off ground 270 Push / Drag 270

MONEY

Coin (Gold): 30[Carried]

Total= 30 gp [Unspent Funds = 90 gp]

MAGIC

Languages

Celestial, Common, Draconic, Elvish

Other Companions

Personality Traits

Nothing can shake my optimistic attitude.

а

Bonds

I would die to recover an ancient relic of my faith that was lost long ago.

Ideals

Change. We must help bring about the changes the gods are constantly working in the world. (Chaotic)

Flaws

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

Race Traits

Ability Score Increase [Wizards of the Coast - Player's Handbook, p.]

Two different ability scores of your choice increase by 1

eat [Wizards of the Coast -Player's Handbook, p.]

You gain one feat of your choice.

Languages [Wizards of the Coast -Player's Handbook, p.]

You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Skills [Wizards of the Coast Player's Handbook, p.]
You gain proficiency in one skill of your choice.

Class Features
Feature: Shelter of the Faithful [Wizards of the Coast - Plaver's Handbook]

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Expertise [Wizards of the Coast -Player's Handbook, p.96]

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.

Sneak Attack [Wizards of the Coast -Player's Handbook, p.96]

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 3d6 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.

Thieves' Cant [Wizards of the Coast -Player's Handbook, p.96]

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.

Cunning Action

[Wizards of the Coast -Player's Handbook, p.96]

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Roguish Archetype

[Wizards of the Coast -Player's Handbook, p.96]

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Arcane Trickster

[Wizards of the Coast -Player's Handbook, p.97]

Some rogues enhance their fine-honed skills of stealth and agility with magic, learning tricks of enchantment and illusion. These rogues include pickpockets and burglars, but also pranksters, mischief-makers, and a significant number of adventurers.

Mage Hand Legerdemain

[Wizards of the Coast -Player's Handbook, p.98]

Starting at 3rd level, when you cast mage hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it: * You can stow one object the hand is holding in a container worn or carried by another creature. * You can retrieve an object in a container worn or carried by another creature. * You can use thieves' tools to pick locks and disarm traps at range. You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check. In addition, you can use the bonus action granted by your Cunning Action to control the hand.

Spellcasting

[Wizards of the Coast -Player's Handbook, p.98]

Spell save DC 13; Spell attack modifier +5

Ability Score Improvement

[Wizards of the Coast -Player's Handbook, p.96]

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Uncanny Dodge

[Wizards of the Coast -Player's Handbook, p.96]

Starting at 5th level, 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.

Feats

Sharpshooter

[Wizards of the Coast - Player's Handbook, p.170] You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits: * Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls. * Your ranged weapon attacks ignore half cover and three-quarters cover. * Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a - 5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Skulker

[Wizards of the Coast - Player's Handbook, p.170]

You are expert at slinking through shadows. You gain the following benefits: *
You can try to hide when you are lightly obscured from the creature from which
you are hiding. * When you are hidden from a creature and miss it with a ranged
weapon attack, making the attack doesn't reveal your position. * Dim light doesn't
impose disadvantage on your Wisdom (Perception) checks relying on sight.

Proficiencies

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

Spell Slots																			
Lvl 0: A	At Will Lv	d 1:	3	Lvl 2:	0	Lvl 3:	0	Lvl 4:	0	Lvl 5:	0	Lvl 6:	0	Lvl 7:	0	Lvl 8:	0	Lvl 9:	0

Wizard Cantrip Spell-like Abilities

 Name
 School
 Time
 Duration
 Range
 Source

 At Will
 Mage Hand
 Conjuration
 1 action
 1 minute
 30 feet
 PH:p.256

[V, S]EFFECT: A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

At Will **Message** transmutation 1 action 1 round 120 feet PH:p.259

[v, s, M (a short piece of copper wire)] EFFECT: You point your finger toward a creature within range and whisper a message. The target [and only the target] hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence. 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

At Will Prestidigitation transmutation 1 action Up to 1 hour 10 feet PH:p.26

[v, s]EFFECT: This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: * You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. * You instantaneously light or snuff out a candle, a torch, or a small campfire. * You instantaneously clean or soil an object no larger than 1 cubic foot. * You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. * You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. * You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

* =Domain/Speciality Spell

Roque Spells

LEVEL	0	1	2	3	4
KNOWN	_	4	_	_	_
PER DAY	_	3	_	_	_

LEVEL 1 / Per Day:3 / Caster Level:5 Name School Time Duration Range Source Conjuration (Ritual) 1 hour Instantaneous 10 feet Ph:p.23

[v, s, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)]EFFECT: You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog [toad], hawk, lizard, octopus, owl, poisonous snake, fish [quipper], rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend [your choice] instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

* =Domain/Speciality Spel

Wizard Cantrip Spell-like Abilities

At Will Mage Hand At Will Message At Will Prestidigitation

Naeris Human RACE AGE Male GENDER VISION **Chaotic Neutral** ALIGNMENT Right DOMINANT HAND Humanoid Race Type Race Sub Type DEITY 5' 6" HEIGHT 160 lbs. WEIGHT EYE COLOUR SKIN COLOUR HAIR / HAIR STYLE INTERESTS SPOKEN STYLE / CATCH PHRASE RESIDENCE

Description: Biography:

None REGION