

Naeris

Character Name
Rogue 5
CLASS
Normal
Vision

| ABILITY NAME | ABILITY SCORE | EQUIPPED SCORE | ABILITY MODIFIER | ABILITY DAMAGE | PENALTY |
|---------------------|---------------|----------------|------------------|----------------|---------|
| STR Strength | 9 | | -1 | | |
| DEX Dexterity | 19 | | +4 | | |
| CON Constitution | 12 | | +1 | | |
| INT Intelligence | 14 | | +2 | | |
| WIS Wisdom | 16 | | +3 | | |
| CHA Charisma | 10 | | +0 | | |

| PROFICIENT | SAVING THROWS | TOTAL | PROFICIENCY | ABILITY | MAGIC | MISC | TEMP |
|-------------------------------------|---------------|-------|-------------|---------|-------|------|------|
| <input type="checkbox"/> | strength | -1 | = +0 | + -1 | + +0 | + +0 | + |
| <input checked="" type="checkbox"/> | dexterity | +7 | = +3 | + +4 | + +0 | + +0 | + |
| <input type="checkbox"/> | constitution | +1 | = +0 | + +1 | + +0 | + +0 | + |
| <input checked="" type="checkbox"/> | intelligence | +5 | = +3 | + +2 | + +0 | + +0 | + |
| <input type="checkbox"/> | wisdom | +3 | = +0 | + +3 | + +0 | + +0 | + |
| <input type="checkbox"/> | charisma | +0 | = +0 | + +0 | + +0 | + +0 | + |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|------------------|--------------------|--------|----------|-------|
| (nonlethal only) | +3 | 1d3 | 20/x2 | 5 ft. |

| *Crossbow, Light | HAND | TYPE | SIZE | CRITICAL | REACH |
|------------------|---------|-------------------|------|----------|-------|
| | Both | P | M | 20/x0 | 5 ft. |
| 80 ft. | 320 ft. | | | | |
| TH | +7 | +7 (Disadvantage) | | | |
| Dam | 1d8+4 | 1d8+4 | | | |

| Dagger | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|---------|-------------------|------|----------|-------|
| | Carried | P | M | 20/x0 | 5 ft. |
| TOTAL ATTACK BONUS | | | | DAMAGE | |
| +7 | | | | 1d4+4 | |
| 20 ft. | 60 ft. | | | | |
| TH | +7 | +7 (Disadvantage) | | | |
| Dam | 1d4+4 | 1d4+4 | | | |

| Shortsword | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|---------|------|------|----------|-------|
| | Carried | P | M | 20/x0 | 5 ft. |
| TOTAL ATTACK BONUS | | | | DAMAGE | |
| +7 | | | | 1d6+4 | |

*: weapon is equipped

| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
|------------------|------|----|--------|-------|---------------|
| *Studded Leather | | +2 | | +0 | 0 |
| Leather | | +1 | | +0 | 0 |

Allard

Player Name
Human / Humanoid
RACE
5 (5)6500 / 14000
Character Level (CR)EXP/NEXT LEVEL

| | | | | | | | | | | | | | |
|-------------------------------|-------|-------------------|---|--------------|---|---------------|----------------|------|------------------|---------------|----------------------|------|--|
| HP hit points | 37 | WOUNDS/CURRENT HP | | | | | SUBDUAL DAMAGE | | DAMAGE REDUCTION | | SPEED Walk 30 ft. | | |
| AC armor class | 16 | 10 | + | 2 | + | 0 | + | 4 | + | 0 | + | 0 | |
| TOTAL | | BASE | | ARMOR BONUS | | SHIELD BONUS | | STAT | | NATURAL ARMOR | | MISC | |
| INITIATIVE modifier | +4 | TOTAL | | DEX MODIFIER | | MISC MODIFIER | | | | | | | |
| Encumbrance | Light | | | | | | | | | | | | |
| Proficiency Bonus | +3 | | | | | | | | | | | | |
| ✓ Acrobatics | | | | | | | | | | | | | |

| SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | PROF MODIFIER | MISC MODIFIER |
|----------------------|-----------------|-------------|----------------|------------------|---------------|---------------|
| ✓ | Acrobatics | DEX | 7 | = 4 | + 3 | + |
| | Animal Handling | WIS | 3 | = 3 | | + |
| | Arcana | INT | 2 | = 2 | | + |
| | Athletics | STR | -1 | = -1 | | + |
| | Deception | CHA | 0 | = 0 | | + |
| | History | INT | 2 | = 2 | | + |
| ✓ | Insight | WIS | 6 | = 3 | + 3 | + |
| | Intimidation | CHA | 0 | = 0 | | + |
| ✓ | Investigation | INT | 5 | = 2 | + 3 | + |
| | Medicine | WIS | 3 | = 3 | | + |
| | Nature | INT | 2 | = 2 | | + |
| ✓ | Perception | WIS | 9 | = 3 | + 6 | + |
| | Performance | CHA | 0 | = 0 | | + |
| ✓ | Persuasion | CHA | 3 | = 0 | + 3 | + |
| ✓ | Religion | INT | 5 | = 2 | + 3 | + |
| | Sleight of Hand | DEX | 4 | = 4 | | + |
| ✓ | Stealth | DEX | 10 | = 4 | + 6 | + |
| | Survival | WIS | 3 | = 3 | | + |
| ✓: Proficient Skill. | | | | | | |

Conditional Skill Modifiers:
Passive Perception is 19
+3 Thieves' Tools

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: | At Will | Lvl 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] <i>EFFECT:</i> 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)] <i>EFFECT:</i> 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.267 |
| [V, S] <i>EFFECT:</i> 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 | | | | | |
| Rogue 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 |
| Find Familiar | Conjuration (Ritual) | 1 hour | Instantaneous | 10 feet | PH:p.239 |
| [V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)] <i>EFFECT:</i> 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 transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. 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 Spell | | | | | |
| Wizard Cantrip Spell-like Abilities | | | | | |

At Will Mage Hand
At Will Message
At Will Prestidigitation

Naeris

| | |
|-----------------------------|-----------------|
| RACE | Human |
| AGE | 0 |
| GENDER | Male |
| VISION | |
| ALIGNMENT | Chaotic Neutral |
| DOMINANT HAND | Right |
| Race Type | Humanoid |
| Race Sub Type | |
| DEITY | |
| HEIGHT | 5' 6" |
| WEIGHT | 160 lbs. |
| EYE COLOUR | |
| SKIN COLOUR | |
| HAIR / HAIR STYLE | |
| INTERESTS | |
| SPOKEN STYLE / CATCH PHRASE | |
| RESIDENCE | |
| REGION | None |

Description:
Biography: