

Naeris

Character Name
Rogue 5
CLASS
Darkvision (60 ft.)
Vision

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	8		-1		
DEX Dexterity	18		+4		
CON Constitution	10		+0		
INT Intelligence	12		+1		
WIS Wisdom	14		+2		
CHA Charisma	14		+2		

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	+0	= +0	+ +0	+ +0	+ +0	+
<input checked="" type="checkbox"/>	intelligence	+4	= +3	+ +1	+ +0	+ +0	+
<input type="checkbox"/>	wisdom	+2	= +0	+ +2	+ +0	+ +0	+
<input type="checkbox"/>	charisma	+2	= +0	+ +2	+ +0	+ +0	+

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

*Longbow	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	M	20/x0	5 ft.
TH	150 ft.	600 ft.			
	+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	
TH	20 ft.	60 ft.			
	+7	+7 (Disadvantage)			
Dam	1d4+4	1d4+4			

Rapier	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x0	5 ft.
TOTAL ATTACK BONUS				DAMAGE	
+7				1d8+4	

*: weapon is equipped

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

Allard

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

HP hit points	32	WOUNDS/CURRENT HP					SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED Walk 35 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		+4	+	+0		DEX MODIFIERMISC MODIFIER				
Encumbrance	Light											
Proficiency Bonus	+3											

Shaundakul

Deity
Medium / 5 ft.
SIZE / FACE
0
AGE
None
Region
4' 11" / 91 lbs.
HEIGHT / WEIGHT
Male
GENDER
Chaotic Neutral
Alignment
Hair
EYES

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	PROF. MODIFIER	MISC. MODIFIER
✓	Acrobatics	DEX	7	= 4	+ 3	+
	Animal Handling	WIS	2	= 2		+
	Arcana	INT	1	= 1		+
	Athletics	STR	-1	= -1		+
	Deception	CHA	2	= 2		+
	History	INT	1	= 1		+
✓	Insight	WIS	5	= 2	+ 3	+
	Intimidation	CHA	2	= 2		+
✓	Investigation	INT	4	= 1	+ 3	+
	Medicine	WIS	2	= 2		+
	Nature	INT	1	= 1		+
✓	Perception	WIS	8	= 2	+ 6	+
	Performance	CHA	2	= 2		+
✓	Persuasion	CHA	5	= 2	+ 3	+
✓	Religion	INT	4	= 1	+ 3	+
	Sleight of Hand	DEX	4	= 4		+
✓	Stealth	DEX	10	= 4	+ 6	+
	Survival	WIS	2	= 2		+
✓: Proficient Skill.						

Conditional Skill Modifiers:
Passive Perception is 18
+3 Thieves' Tools

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Longbow	Equipped	1	2 / 50	
LongRange: 600, RangeLongMult: 4, ShortRange: 150				
Studded Leather	Equipped	1	13 / 45	
Clothes, Fine	Equipped	1	6 / 15	
Winged Boots	Equipped	1	0 / 0	
Attuned to Item - While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land. The boots regain 2 hours of flying capability for every 12 hours they aren't in use.				
Quiver	Equipped	1	1 / 1	
6 lbs., 6 Arrows (20)				
Arrows (20)	Quiver	6	1 (6) / 1 (6)	
▯▯▯▯▯ ▯▯▯▯▯				
16 An old divination card bearing your likeness	Equipped	1	0 / 0	
Belt Pouch	Equipped	1	1 / 0.5	
Cartographer's Tools	Equipped	1	6 / 15	
City Map	Equipped	1	0 / 0	
Disguise Kit	Equipped	1	3 / 25	
Holy Symbol (Amulet)	Equipped	1	1 / 5	
Prayer Book	Equipped	1	0 / 0	
Priest's Pack	Equipped	1	0 / 19	
Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.				
Thieves' Tools	Equipped	1	1 / 25	
+3				
Rations (1 day)	Carried	8	2 (16) / 0.5 (4)	
Rations (1 day)	Equipped	2	2 (4) / 0.5 (1)	
Rope, silk (50 feet)	Equipped	1	5 / 10	
Grappling hook	Equipped	1	4 / 2	
Mess kit	Carried	1	1 / 0.2	
Tinderbox	Carried	2	1 (2) / 0.5 (1)	
Waterskin	Carried	2	5 (10) / 0.2 (0.4)	
Blanket	Carried	1	3 / 0.5	
Alms Box	Carried	1	0 / 0	
Block of Incense	Carried	2	0 (0) / 0 (0)	
Censer	Carried	1	0 / 0	
Dagger	Carried	10	1 (10) / 2 (20)	
LongRange: 60, RangeLongMult: 3, ShortRange: 20				
Rapier	Carried	1	2 / 25	
Candle	Carried	10	0 (0) / 0 (0.1)	
Vestments	Carried	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE		91.3 lbs.	270.7gp	

WEIGHT ALLOWANCE					
Light	120	Medium	120	Heavy	120
Lift over head	120	Lift off ground	240	Push / Drag	240

MONEY	
Coin (Gold): 15[Equipped]	
Total= 15 gp	

MAGIC

Languages
Celestial, Common, Draconic, Elvish

Other Companions

Personality Traits
Nothing can shake my optimistic attitude.
I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.

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.23]
Your Dexterity score increases by 2.	
Ability Score Increase	[Wizards of the Coast - Player's Handbook, p.24]
Your Wisdom score increases by 1.	
Darkvision	[Wizards of the Coast - Player's Handbook, p.23]
Accustomed to twilit 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	[Wizards of the Coast - Player's Handbook, p.24]
You have proficiency with the longsword, shortsword, shortbow, and longbow.	
Fey Ancestry	[Wizards of the Coast - Player's Handbook, p.23]
You have advantage on saving throws against being charmed, and magic can't put you to sleep.	
Fleet of Foot	[Wizards of the Coast - Player's Handbook, p.24]
Your base walking speed increases to 35 feet.	
Keen Senses	[Wizards of the Coast - Player's Handbook, p.23]
You have proficiency in the Perception skill.	
Languages	[Wizards of the Coast - Player's Handbook, 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	[Wizards of the Coast - Player's Handbook, 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.	
Trance	[Wizards of the Coast - Player's Handbook, 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.	

Class Features	
Feature: Shelter of the Faithful	[Wizards of the Coast - Player'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 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 12; Spell attack modifier +4	
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	
Elven Accuracy (DEX)	[Wizards of the Coast - Xanathar's Guide To Everything, p.74]
The accuracy of elves is legendary, especially that of elf archers and spellcasters. You have uncanny aim with attacks that rely on precision rather than brute force. You gain the following benefits: - Increase your Dexterity, Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20. . Whenever you have advantage on an attack roll using Dexterity, Intelligence, Wisdom, or Charisma, you can reroll one of the dice once.	

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	

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 Minor Illusion	illusion	1 action	1 minute	30 feet	PH:p.260
[S, M (a bit of fleece)] <i>EFFECT:</i> You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object-such as a chair, muddy footprints, or a small chest-it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence [Investigation] check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.					
* =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
■■■■■ Color Spray	illusion	1 action	1 round	Self 15	PH:p.222
[V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)] <i>EFFECT:</i> A dazzling array of flashing, colored light springs from your hand. Roll 6 d10; the total is how many hit points of creatures this spell can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points [ignoring unconscious creatures and creatures that can't see]. Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.					
■■■■■ Disguise Self	illusion	1 action	1 hour	Self	PH:p.233
[V, S] <i>EFFECT:</i> You make yourself-including your clothing, armor, weapons, and other belongings on your person-look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence [Investigation] check against your spell save DC.					
■■■■■ 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.					
■■■■■ Silent Image	illusion	1 action	Concentration, up to 10 minutes	60 feet	PH:p.276
[V, S, M (a bit of fleece)] <i>EFFECT:</i> You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects. You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence [Investigation] check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.					

* =Domain/Speciality Spell

Wizard Cantrip Spell-like Abilities

At Will Mage Hand

At Will Message

At Will Minor Illusion

Naeris
Elf (Wood)

RACE	0
AGE	
GENDER	Male
VISION	Darkvision (60 ft.)
ALIGNMENT	Chaotic Neutral
DOMINANT HAND	Right
Race Type	Humanoid
Race Sub Type	Shaundakul
DEITY	4' 11"
HEIGHT	91 lbs.
WEIGHT	
EYE COLOUR	
SKIN COLOUR	
/	
HAIR / HAIR STYLE	
INTERESTS	
/	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	None
REGION	

Description:
Biography: