

Razortail : Beggar

Female High Elf, any alignment

Armor Class: 14 (Padded)

Hit Points: 30 (4d8 +12)

Speed: 30ft (9m / 6 sqr)

Proficiency: +2

STR	DEX	CON
13 (+1)	16 (+3)	16 (+3)
INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)

Skills: *Perception* +4 *Stealth* +5 *Sleight of Hand* +5 *Deception* +3 *Performance* +3

Saving Throws: *Constitution* +5 *Wisdom* +4 ?

Challenge: 1/8 (25 XP)

Actions

Club. *Melee Weapon Attack* +3 to hit, reach 5 ft, one target. Hit: 3 (1d4 +1) bludgeoning damage.

Properties: Light,

Special Abilities

Days over rain: Due to high exposure to many diseases the beggar has developed a certain resistance to some of them. The beggar has advantage on saving throws against common local diseases.

Anoying Face: The beggar has a incredible cunning to annoy people. With a proper money donation the beggar can be instructed to annoy and distract a target, giving it disvantage on perception saving throws for one minute.

Racial Features

Ability Modifiers: +2 Dex, +1 Int

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision: 60ft (18m / 12sqr)

Trance: meditate for 4 hours instead of sleep.

Keen Senses: proficiency in the Perception skill.

Elf Weapon Training: proficiency with the longsword, shortsword, shortbow, and longbow. (not considered for template)

Cantrip: You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Languages: speaks Common, Elvish and one extra.

Character created at rpgtinker.com

