

# Aialon : Aristocrat

Male High Elf, any alignment

**Armor Class:** 13 (Padded)

**Hit Points:** 22 (9d8 -18)

**Speed:** 30ft (9m / 6 sqr)

**Proficiency:** +2

<b>STR</b>	<b>DEX</b>	<b>CON</b>
11 (+0)	14 (+2)	7 (-2)
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
15 (+2)	13 (+1)	15 (+2)

**Skills:** *Perception* +3 *Deception* +4 *Persuasion* +4 *History* +4 *Insight* +3

**Challenge:** 1/4 (50XP)

## Actions

**Multiattack.** The Aristocrat makes two weapon melee attacks or two ranged attacks.

**Quarterstaff.** *Melee Weapon Attack* +2 to hit, reach 5 ft, one target. Hit: 3 (1d6 +0 ) bludgeoning damage.

*Properties: Versatile (1d8), It's actually a walking stick,*

## Special Abilities

**Noble Family:** Born with a silver spoon he is a member of a influent house. He is usually surrounded by guards or servants of trust. A crime against him will certainly draw the houses attention and probably the government itself.

**Money can buy anything:** Due to his high social influence he can do some downtime activities (DMG 131) on half of a common time. This applies to Sowing Rumors and Buying magic items. Also when running a business he gains a bonus equal to the rolls equals to his charisma attribute value.

## 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](https://rpgtinker.com)