

Nazir : Aristocrat

Male High Elf, any alignment

Armor Class: 12 (Padded)

Hit Points: 25 (10d8 -20)

Speed: 30ft (9m / 6 sqr)

Proficiency: +2

STR

9 (-1)

INT

16 (+3)

DEX

12 (+1)

WIS

13 (+1)

CON

6 (-2)

CHA

15 (+2)

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

Challenge: 1/8 (25 XP)

Actions

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

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