

Raskolnik

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Young Adult Elf
Neutral
Level 1 Rogue N/A

Pronouns - he/him
Occupations - Law Student
Armor Class - 12
Hit Points - 5 (TODO Hitdice)
Speed - 30.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|-------|------|
| 11 | 15 | 12 | 17 | 9 | 13 |
| (+1) | (+3) | (+1) | (+4) | 9 (0) | (+2) |

Saving Throws -
Skills -
{ "Elf Abilities"=>[{ "Fey Ancestry"=>"Advantage on saving throws againsts charm and immune to sleep magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Keen Senses"=>"You have proficiency in the Perception skill", "Trance"=>"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.")

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2500 x 323
↔ ↕
Image Dimensions

ROLEPLAY

Introduction
A dis
elf stoops
he's lifted
sidewalk.
face you
hands.
Appearance
Grimy

500 x 3235
→ ↕
ge Dummy

it was dim light", "Keen Senses"=>"You have proficiency in the Perception skill", "Trance"=>"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", "Snow Sight"=>"Your vision is not hindered by heavy weather conditions such as falling snow, rain or mist.", "Cold Resistance"=>"You have resistance against cold damage and you ignore any of the drawbacks caused by cold, arctic environments such as difficult terrain and slippery ice.", "Ice Magic"=>"You know the ray of frost cantrip. Wisdom is your spellcasting ability for it.", "Snow Elf Weapon Training"=>"You are proficient with the greatsword, longsword, pike, and war pick"}, "Rogue Abilities"=>[{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater"}]}

Proficiencies -
Proficiency Mod - +2

Languages -
Human Elvish Halfling Thieve's Cant
Adjectives - Prideful, Defensive, Frustrated,

Special Abilities -
Special Equipment -
Combat Tactics
Will only fight if he has to, and will try to sneak attack whenever possible
Actions -
Factions

Role:

ROLEPLAYING

Introduction

A dishevelled young elf stoops over a board he's lifted from the wood sidewalk. He stands to face you with bloody hands.

Appearance

Grimy, unkempt, but with a glow of pride, intelligence and erudition that shafts through the coils of poverty.

Expressions

Loathsome, harmful old moneylender

A thousand rabbits don't make a horse and a thousand suspicions aren't evidence.

Mannerisms

Sweating, shaking, cold, teeth chattering. Brownian eyes. Fists clench, unclench, repeat. Licks his lips repeatedly.

Motivations

Proud; feels that the world is upside-down, bottom-feeders on top, and great men (like Raskolnik) live in poverty.

Passions

Knows the local legal code inside-out; also local history and legends. Observant; knows the daily patterns of locals.

Secrets

N/A

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