

Raskolnik

### RASKOLNIK

*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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Proud;  
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and gre  
Raskolnik,

Passion:

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code insid  
history  
Observant  
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Secrets

N/A

