

Naivara Moonbrook

CHARACTER NAME

1 Rogue (Thief)

LEVEL & CLASS

PLAYER NAME

Noble

BACKGROUND

Elf, Wood

RACE

EXPERIENCE

300

Next Level

STRENGTH

-1

8

DEXTERITY

+3

17

CONSTITUTION

0

10

INTELLIGENCE

+2

14

WISDOM

+2

14

CHARISMA

+1

12

-1 STR +4 INT
+5 DEX +2 WIS
0 CON +1 CHA

RESISTANCES

Magic can't put me to sleep; Adv.
on saves vs. charmed

SAVING THROWS

+3 Acrobatics (Dex)
+2 Animal Handling (Wis)
+2 Arcana (Int)
-1 Athletics (Str)
+1 Deception (Cha)
+4 History (Int)
+4 Insight (Wis)
+1 Intimidation (Cha)
+6 Investigation (Int)
+2 Medicine (Wis)
+2 Nature (Int)
+4 Perception (Wis)
+1 Performance (Cha)
+3 Persuasion (Cha)
+2 Religion (Int)
+5 Sleight of Hand (Dex)
+7 Stealth (Dex)
+2 Survival (Wis)
+5 Thieves' tools (Dex)

SKILLS

8
MAXIMUM
HIT POINTS

+2
PROFICIENCY
BONUS

14
ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+3

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVED

LEVEL DIE USED

1 d8+0

HIT DICE

ENCUMBERED

25 ft

35 ft

SPEED

FEATURE

MAX

RECOVER

USED

LIMITED FEATURES

AC DESCRIPTION

11 Armor **Leather**

Shield

3 Dex ☐ Medium Armor ☐ Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

ABILITY
SAVE DC

ARMOR
☒ Light ☐ Medium ☐ Heavy ☐ Shields

WEAPONS

☒ Simple ☐ Martial ☒ Other Weapons:

Hand crossbow, Longbow, Longsword, Rapier, Shortsword

LANGUAGES

Common

Halfling

Elvish

Thieves' Cant

TOOLS & OTHERS

Dice Set

Thieves' tools

PROFICIENCIES

ACTIONS

BONUS ACTIONS

REACTIONS

ACTIONS

14

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME

TOTAL

Arrows

20



AMMUNITION

NAME

TOTAL



AMMUNITION

ATTACK NAME

PROF ABILITY

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

Rapier

✓ Dex

Melee

+5

1d8+3

Piercing

Finesse; Sneak attack 1d6

DESCRIPTION

Shortbow

✓ Dex

80/320 ft

+5

1d6+3

Piercing

Ammunition, two-handed; Sneak attack 1d6

Dagger

✓ Dex

Melee, 20/60 ft

+5

1d4+3

Piercing

Finesse, light, thrown; Sneak attack 1d6

ATTACKS: WEAPONS & CANTRIPS

Thief, level 1:

• Expertise (Rogue 1, BR 29) [with 2 skills]

I gain expertise with two skills/thieves' tools I am proficient with; two more at 6th level

• Sneak Attack (Rogue 1, BR 29) [1d6]

Once per turn, I can add damage to finesse/ranged attack if I have adv.

I don't need adv. if a conscious ally is within 5 ft of the target and I don't have disadv.

• Thieves' Cant (Rogue 1, BR 29)

I know the secret rogue language that I can use to convey messages inconspicuously

CLASS FEATURES

Despite my noble birth, I do not place myself above other folk.
We all have the same blood.
My favor, once lost, is lost forever.

PERSONALITY TRAITS

Noble Obligation. It is my duty to protect and care for the people beneath me. (Good)

IDEALS

I am in love with the heir of a family that my family despises.

BONDS

By my words and actions, I often bring shame to my family.

FLAWS

Feature Name: **Position of Privilege**

I am welcome in high society, and people assume I have the right to be wherever I am. The common folk make every effort to accommodate me and avoid my displeasure, and other people of high birth treat me as a member of the same social sphere. I can secure an audience with a local noble if I need to.

BACKGROUND FEATURE

Wood Elf (+2 Dexterity, +1 Wisdom)

Trance: Elves don't need to sleep, but meditate semiconsciously, for 4 hours a day. While meditating, I can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, I gain the same benefit that a human does from 8 hours of sleep, thus needing only 4 hours for a long rest.

Mask of the Wild: I can attempt to hide even when I am only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

RACIAL TRAITS

ADVENTURING GEAR

Scroll of pedigree

LB

ADVENTURING GEAR

Backpack, with:

- Bedroll
- Mess kit
- Tinderbox
- Torches
- Rations, days of
- Waterskin
- Hempen rope, feet of

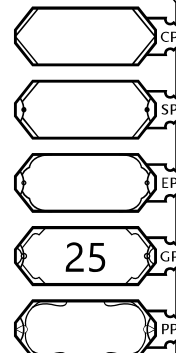
LB

ADVENTURING GEAR

Fine clothes

- Signet ring
- Purse (with coins)
- Leather armor
- Rapier
- Shortbow
- Dagger
- Arrows

LB



WEIGHT CARRIED
83.5 lb

CARRYING CAPACITY
120 lb
PUSH/DRAW/LIFT
121 - 240 lb

SUBTOTAL

SUBTOTAL
EQUIPMENT 59

SUBTOTAL 24

ATTUNED MAGICAL ITEMS



Naivara Moonbrook

CHARACTER NAME

Female	286	Medium	5'1"	115 lbs.
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good	Mask	Brown	Green	Copper
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

Allies: Thorin Holderhek, Finnan Hiltopple, Kara Nemetsk, Erevan Galanodel

ORGANIZATION
The Emerald Enclave



SYMBOL

ALLIES & ORGANIZATIONS

A short, slim wood elf of moderate age.

APPEARANCE

Wealthy

LIFESTYLE

DAILY PRICE

4 gp

ENEMIES

CHARACTER HISTORY