

# Alehir Mossgrove

## Nightblade

CLASS & LEVEL

BACKGROUND

PLAYER NAME

## Bosmer (Wood Elf)

RACE

ALIGNMENT

XP

CHARACTER NAME

INSPIRATION

STRENGTH

11

0

+2

PROFICIENCY BONUS

DEXTERITY

16

+3

CONSTITUTION

9

-1

INTELLIGENCE

10

0

WISDOM

12

+1

CHARISMA

10

0

- 0 Strength
- +5 Dexterity
- 1 Constitution
- +2 Intelligence
- 1 Wisdom
- 0 Charisma

SAVING THROWS

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

SKILLS

12

ARMOR CLASS

+3

INITIATIVE

30'

SPEED

HIT POINT MAXIMUM

21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL 3

d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Bow	+5	1d4+3pierce
Dagger	+5	1d4+3pierce
Dagger	+5	1d6 pierce

Strife:

-Deal 1d4 Necrotic damage to an enemy target. Heal 1d4 Health.

ATTACKS & SPELLCASTING

Leather armor  
Daggers  
Bow

Nothing can shake my optimistic attitude.

PERSONALITY TRAITS

The ancient traditions of worship and sacrifice must be preserved and upheld.

IDEALS

We all do the work, so we all share in the rewards.

BONDS

I am dogmatic in my thoughts and philosophy.

FLAWS

Veiled Strike:

-Deal 1d6 additional damage on your attacks if the opponent doesn't notice you.

Cunning:

-You may Hide, Disengage or Dash as a Bonus Action.

Assassin's Blade:

-You critical hit on a 19-20

Acrobat:

-Gain Advantage on Acrobatics and Athletics.

13

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS