DUNGEONS & DRAGONS®

Schall und Rauch

CHARACTER NAME

Rog 1/WL 2/Monk 3	Criminal (Spy)	Max
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Warforged	N	14.000
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH 5 (-3)

DEXTERITY 16 (+3)

CONSTITUTION 14 (+2)

INTELLIGENCE 10 (0)

WISDOM 18 (+4)

CHARISMA 13 (+1)

INSPIRATION

PROFICIENCY BONUS: 3

SAVING THROWS

- (0) Strength
- (6) Dexterity
- (2) Constitution
- (3) Intelligence
- (7) Wisdom
- (4) Charisma

SKILLS

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

18	3	45
ARMOR CLASS	INITIATIVE	SPEED

Hit Point Maximum: 51

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE: Total 6d8

DEATH SAVES: SUCCESSES ○○○ FAILURES ○○○

NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff	+6	1d8 + 3
Armdagger	+6	1d4 + 3
Unarmed	+6	1d4 +3

Sneak Attack +1d6

ATTACKS & SPELLCASTING

It tries to keep its demons in, as such it doesn't try to proactively do things, which in turn makes it unable to make choices: It is passive.

PERSONALITY TRAITS

Always wait for the best opportunity, it will present itself.
Voices do naught but lie.

IDEALS

Ayassa

BONDS

No purpose cancels its inner demons

FLAWS

17 PASSIVE WISDOM (PERCEPTION)

Languages:
Common/Draconic/Telepathy (30ft)
Thieves Cant

OTHER PROFICIENCIES & LANGUAGES

CP SP EP GP PP

Warforged Repairkit/ Thieveskit/ Carpenterkit/ Climberskit

Sandals of Spiderclimbing (Attunement)

EQUIPMENT

Living Construct: Poison/Desease Imm. + Res. to Pois. Dmg./ 1/2 Eff. Healing
Light Plating: +1AC/Can be enchanted
Otherworldly Patron: The Old One
Eldritch Invocations:
-Devils Sight (120ft Darkvision Mag.&Non-Mag.)
-Armor of Shadows (Mage Armor At will)
Awakened Mind: Telep. 30ft.
Unarmored Defense (Monk): AC/+Wis
Martial Arts (Monk):
-Dex instead of Str.
-Unarmed Attack as Bonus Action
Ki (Monk): 3 Points / Save (8+Prof.+Wis)
-Flurry of Blows (1Ki) [+2 Attacks]
-Patient Defense [Dodge] (1 Ki)
-Step of the Wind
Deflect Missiles (Reaction)(1d10+dex +Lv)
Shadow Arts:
-Cast Darkness/Darkvision/Pass without trace/Silence (2 Ki)

FEATURES & TRAITS

TM & © 2014 Wizards of the Coast LLC. Permission is granted to photocopy this document for personal use.

Schall und Rauch

CHARACTER NAME

80 y/o	1m	25kg
AGE	HEIGHT	WEIGHT
Red	Brass w. Patina	-
EYES	SKIN	HAIR

NAME

SYMBOL

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

TM & © 2014 Wizards of the Coast LLC. Permission is granted to photocopy this document for personal use.

SPELLCASTING CLASS

Cha	12	4
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

- True Strike
- Mage Hand
- Minor Illusion

SPELL LEVEL

1

SLOTS TOTAL: 2

SLOTS EXPENDED:

PREPARED | SPELL NAME

- Hex
- Expeditious Retreat

2

3

4

5

6

7

8

9

SPELLS KNOWN

TM & © 2014 Wizards of the Coast LLC. Permission is granted to photocopy this document for personal use.