

Taanden Tahromael

Player: NPC

Female Wood Elf Cleric 1 - CR 1/8

Chaotic Good Humanoid; Deity: **Erevan Ilesere**;

Background: **Urchin**; Age: **20**; Height: **5' 7"**; Weight: **95lb.**;

Eyes: **Brown**; Hair: **Copper**; Skin: **Green tint**

Ability	Score	Modifier	Saving Throw
STR STRENGTH	13	+1	+1
DEX DEXTERITY	16	+3	+3
CON CONSTITUTION	8	-1	-1
INT INTELLIGENCE	10	0	+0
WIS WISDOM	16	+3	+5
CHA CHARISMA	12	+1	+3

AC 16 Initiative +3 Speed 35 ft

Proficiency +2 Inspiration

HP 7 HD 1d8 Death Saves

Damage / Current HP	HD Used	Success/Fail

Number of Attacks 1

Crossbow, light

Ranged, both hands: **+5**, Rng: 80 ft./320 ft.
1d8+3 piercing Ammunition,
 Loading, Two-Handed

Mace

Main hand: **+3**, **1d6+1 bludgeoning**

Leather

+1

Shield

+2



5th Edition SRD

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+3	DEX (3)	-	
Animal Handling	+3	WIS (3)	-	
Arcana	+0	INT (0)	-	
Athletics	+1	STR (1)	-	
Deception	+1	CHA (1)	-	
History	+0	INT (0)	-	
Insight	+5	WIS (3)	+2	
Intimidation	+1	CHA (1)	-	
Investigation	+0	INT (0)	-	
Medicine	+3	WIS (3)	-	
Nature	+0	INT (0)	-	
Perception	+5	WIS (3)	+2	
Performance	+1	CHA (1)	-	
Persuasion	+3	CHA (1)	+2	
Religion	+0	INT (0)	-	
Sleight of Hand	+5	DEX (3)	+2	
Stealth	+5	DEX (3)	+2	
Survival	+3	WIS (3)	-	

Passive Perception: 15

Other Proficiencies:

Tools: Disguise kit (+2); Thieves' tools (+2)

Weapons: Simple weapons; Longbow; Longsword; Shortbow; Shortsword

Armor: Light armor; Medium armor; Shields

Special Abilities

Blessing of the Trickster
 City Secrets
 Darkvision (60 feet)
 Fey Ancestry
 Mask of the Wild
 Trance
 Trickery

Gear

**Total Weight Carried: 86.4 lbs,
(Maximum: 195 lbs)**

Backpack (empty)	5 lbs
Bedroll	7 lbs
Crossbow, light	5 lbs
Leather	10 lbs
Mace	4 lbs
Mess kit	1 lb
Money	2.4 lbs
Rations x10	20 lbs (10 @2 lbs)
Rope, hempen (50 feet)	10 lbs
Shield	6 lbs
Tinderbox	1 lb
Torch x10	10 lbs (10 @1 lb)
Waterskin	5 lbs

Tracked Resources

Rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Elvish

Spell Slots

1st level	<input type="checkbox"/> <input type="checkbox"/>
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Spells & Powers

Cleric spells memorized (CL 1st)

Spell Save DC 13 **Spell Attack** +5

1st—*bane, charm person, detect evil and good, disguise self, inflict wounds, purify food and drink*^R

Cantrips—*guidance, light, sacred flame*

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Experience & Wealth

Experience Points: **0/1**

Current Cash: **120 gp**

Role Playing

Personality Trait: Questions - I am always curious and asking questions of others.

Personality Trait: Scraps - My pockets are always filled with scraps of food and trinkets.

Ideal: Respect - Everyone deserves respect; both the rich and the poor. (Good)

Bond: Survival - Another urchin taught me to live on the streets, I owe my survival to him/her.

Flaw: Trust - I have difficulty trusting anyone other than myself.