

Kalyna Mistwinter

CHARACTER NAME

Rogue 8

CLASS & LEVEL

Half-Elf

RACE

Charlatan

BACKGROUND

Chaotic Good

ALIGNMENT

Jeff

PLAYER NAME

34,000

EXPERIENCE POINTS

STRENGTH

+0

11

DEXTERITY

+4

18

CONSTITUTION

+0

10

INTELLIGENCE

+4

19

WISDOM

+1

12

CHARISMA

+4

18

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- ☐ +0 Strength
 - ☒ +7 Dexterity
 - ☐ +0 Constitution
 - ☒ +7 Intelligence
 - ☐ +0 Wisdom
 - ☐ +4 Charisma

- SKILLS
- ☒ +10 Acrobatics (Dex)
 - ☐ +1 Animal Handling (Wis)
 - ☐ +4 Arcana (Int)
 - ☐ +0 Athletics (Str)
 - ☒ +10 Deception (Cha)
 - ☒ +7 History (Int)
 - ☐ +1 Insight (Wis)
 - ☐ +4 Intimidation (Cha)
 - ☒ +7 Investigation (Int)
 - ☐ +1 Medicine (Wis)
 - ☐ +4 Nature (Int)
 - ☒ +4 Perception (Wis)
 - ☐ +4 Performance (Cha)
 - ☒ +7 Persuasion (Cha)
 - ☐ +4 Religion (Int)
 - ☒ +7 Sleight of Hand (Dex)
 - ☒ +10 Stealth (Dex)
 - ☐ +1 Survival (Wis)

SKILLS

18

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum 47

47

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8

8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

She loves the rush of almost getting caught. The bigger the challenge, the bigger the rush.

She doesn't take things too seriously and is always looking for the fun in a situation.

PERSONALITY TRAITS

She's independent and a free spirit. She does what she wants, when she wants.

IDEALS

She has to find her real mother and the woman who lied to her about being her mother all these years.

BONDS

She can't resist a pretty face and has a lot of meaningless romantic relationships.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

+1 Rapier

+8

1d8+5 piercing

+1 Shortbow

+8

1d6+5 piercing

Daggers

+7

1d4+4 piercing

2 Daggers - Range (20/60)
Shortbow - Range (80/320)
20 arrows

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Weapon and Armor Proficiencies: Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords

Tool Proficiencies:
Thieves' tools (+10)
Disguise Kit (+6)
Forgery kit (+6)

Languages: Common, Elvish, Draconic

OTHER PROFICIENCIES & LANGUAGES

CP

5

SP

21

EP

GP

1185

PP

+1 Leather armor
Studded Leather Armor
Hat of Disguise
Headband of Intellect (19 Int)

Burglar's Pack
Backpack, bag of 1,000 ball bearings, 10ft. of string, bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, waterskin, 50ft. of rope

Charlatan
Set of fine clothes, disguise kit, forgery kit, signet ring of an imaginary duke

Thieves' tools (+4)

Books: Dark Elf Desire Trilogy

Trinket: An ornate scabbard that fits no blade you have found so far

EQUIPMENT

Half-Elf
+2 to Charisma
+1 to any two others abilities
Any two proficiencies
Darkvision
Resistance to Charming
Immune to Magic Sleep Effects

Expertise
- Proficiency bonus doubled for Acrobatics, Deception, Stealth, and Thieves' tools
Sneak Attack (4d6)
Thieves' cant
Cunning Action
- Can take a bonus action on each turn in combat. Can only take Dash, Disengage, Hide, or Mage Hand Legerdemain.
Ability Score Improvement (Level 4)
+1 to Dex and +1 to Cha
Uncanny Dodge
- When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you
Evasion
- Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an Ice Storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
Actor Feat
- Improve Charisma by 1
- Advantage on Deception and Performance checks when trying to pass as another person
- Can mimic the speech of another person or sounds made by other creatures. Need to have heard person speaking or creature making sounds for at least 1 minute. Deception vs. Insight check to see if successful.

Arcane Trickster
Mage Hand Legerdemain
- Make spectral hand invisible

Charlatan
Proficiencies: Deception, Sleight of Hand
Tool proficiencies: Disguise kit, forgery kit

Scam: She puts on new identities like clothes

False Identity
- Second identity that includes documentation, established acquaintances, and disguises
- Can forge documents including official papers and personal letters as long as she has seen an example of the kind of document or handwriting

FEATURES & TRAITS



Kalyna Mistwinter

CHARACTER NAME

23

AGE

5'7"

HEIGHT

128 lbs.

WEIGHT

Green

EYES

Tan

SKIN

Dark Brown

HAIR



CHARACTER APPEARANCE

She's had one semi-real relationship. About a year ago, she was hired to steal a gemstone necklace from a noblewoman – Alesia Damerio. The necklace had originally been stolen from the rightful owners, though Alesia didn't know that. Kalyna broke into Alesia's castle and stole the necklace. But Alesia walked in on her. So seeing a ridiculously beautiful woman, Kalyna naturally grabbed her and kissed her. Then jumped out the window with the necklace as the guards approached. She disguised herself as an old beggar woman in the streets and the guards ran right by her.

A few towns away, Kalyna was shocked to see Alesia show up at a tavern. She had tracked Kalyna down. Alesia wasn't your typical noblewoman. She had training as a Ranger and was a master of the bow. She was impressed Kalyna was able to break into her castle so easily. She hired Kalyna to do a job for her. During the adventure, things turned romantic. At first it was just sex. But then Kalyna actually started to develop real feelings for Alesia. Which scared the shit out of her. So after the job was over Kalyna left. She was too afraid of getting close to Alesia and having her heart broken again like when she Cassandra left her alone. She told herself she needed to focus on finding Cassandra and couldn't be tied down to one place as a way of justifying leaving – justifying it to both Alesia and herself. Alesia understood but was hurt and disappointed. She could have asked to go along with Kalyna but felt a duty to the people of her land and to her husband (even though it was an arranged marriage and she didn't really love him). So they parted ways. Kalyna hasn't seen Alesia since but often thinks of her and thinks about returning to see her.

False Identity - House Medani

She has an Arcane Signet Ring and exact replica of lesser Mark of Detection House Medani members have as their Dragonmark.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Her father, Kharis, was an elf but died when she was five. She has fond memories of him but the older she gets the more she's afraid of those memories fading. She knows little of her elven heritage. It's something she wishes she knew more about.

Her mother, Cassandra, is human. She taught Kalyna to steal, deceive, and pass herself off as others from a young age. But then Kalyna discovered Cassandra was pulling the biggest deception of all. That she wasn't really Kalyna's mother and had been using her. Cassandra took off and left Kalyna to fend for herself when she was sixteen. She also left Kalyna without answers.

Because of Cassandra's betrayal, Kalyna doesn't let people get close. She jokes and lies more than she tells the truth, and she falls in and out of purely physical relationships as easily as she falls in and out of disguises.

If she does let her guard down and is completely honest with someone, it means she's starting to feel close to that person and trust them, and that scares her.

She vowed to use the skills Cassandra taught her not to hurt people but to help them. She's hired to do a variety of jobs: infiltrate places passing herself off as someone else, break into places and steal items, and get people to reveal things they shouldn't. But she only takes jobs when she feels the cause is just.

She usually steals only from the rich and corrupt or when she really needs to in order to survive. Stealing from the wealthy is often part of the job she's taken on, but even when she's not doing a job, she doesn't have much of a problem stealing from the rich.

CHARACTER BACKSTORY

She feels they're mostly corrupt and will do whatever it takes to gain money and power. She knows this from all the times she's done jobs passing herself off as an aristocrat and seeing firsthand how dishonest and treacherous they are.

She often gives part of what she steals to the poor, especially children. There was a brief time growing up when she and Cassandra had almost nothing. She never wants to go back to that so she empathizes with those in need. It's also why she'll steal when necessary – so she never has to live without means again. So she sometimes spends a little too much on comforts than she really needs – she'll often stay in a fine inn rather than a standard one when she has the money.

Though to be honest, what she spends usually depends on the job. If she has to pass herself off as an aristocrat, she'll play the part (with the client's money of course). If she has to infiltrate a gang of thugs, she'll stay in more modest accommodations. One thing she'll never pass up is a good tavern. And by good she doesn't mean a fine-looking establishment. She means a place she can down a few tankards of mead and find an attractive member of either sex to sleep with (or maybe one of both). She's open to having sex with many different races but is most attracted to fellow Half-Elves and Elves.

She joins the adventure party because she figures it's a good way to travel to different cities and regions and find information about her fake mother. Her primary reason for joining the party isn't to help them but to use it as a cover to locate her fake mother. She doesn't feel any particular loyalty, at least not at first, to the party, but she's also not one to stand idly by if someone needs help so she can be counted on when there's trouble. She's not looking to make close friends but deep down that's exactly what she needs the most.

She's vowed to track down Cassandra and discover the truth about her real mother.

ADDITIONAL FEATURES & TRAITS

She enjoys reading, especially romance and adventure books. In fact, she can't pass by a bookstore without going in and browsing. Her favorite is a well-known smutty romantic adventure series by Seraphina Shadowstar called "Dark Elf Desire." She's dying to get her hands on the latest book in the series: Volume IV, titled "Underworld Enchantment" but every bookstore she's been to so far has been sold out of it.

She also loves reading books about elves, whether it's fictional stories about them or historical books. She's fascinated by her elven side, since she knows so little about it, and wants to learn as much as possible. Whenever she comes across an elf, she tries to strike up a conversation to find out how they grew up and what it was like growing up as an elf. Many of them don't pay her much attention since she's a half-elf but she's able to charm enough of them to chat with her for a while. She's also fascinated by Dark Elves and sometimes fantasizes about having a romantic encounter with a sexy Dark Elf. Hence her fascination with the Dark Elf book series.

TREASURE



Arcane Trickster

SPELLCASTING
CLASS

Intelligence

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

Mage Hand Legerdemain

Minor Illusion

Fire Bolt

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☐ Magic Missile

☐ Charm Person

4

7

8

2

2

☐ Invisibility

☐ Mirror Image

☐ See Invisibility

☐ Hold Person

5

9

SPELLS KNOWN