

# Astarion

Baldur's Gate

Class & Level

Rogue 1

Player Name

Race

High Elf

Background

Courtesan

Exp. Points

## Saving Throws

-1 +5 +2 +3 +1 0

STR DEX CON INT WIS CHA

Saving Throw Modifiers: Advantage against being charmed

## Skills

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

Light Armor, Crossbow, Hand, Longbow, Longsword, Rapier, Shortsword, Simple Weapons

## OTHER PROFICIENCIES

## INSPIRATION

Name

Dagger

Hit

+5

Magic

Damage & Type

1d4+3 Piercing

Note

Simple, Finesse, Light, Thrown, Range (20/60)

Name

Shortbow

Hit

+5

Magic

Damage & Type

1d6+3 Piercing

Note

Simple, Ammunition, Range, Two-Handed, Range (80/320)

Name

Unarmed Strike

Hit

+5

Magic

Radiant Damage

Damage & Type

0 Bludgeoning

Note

Name

Hit

Magic

Damage & Type

Note

## ATTACKS & SPELLCASTING

Class & Level

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Exp. Points

+2

Proficiency Bonus

+2

14

Constitution

+3

17

Dexterity

-1

8

Strength

+1

13

Intelligence

+1

13

Wisdom

0

10

Charisma

+3

INITIATIVE

Armour Class

14

Shield

-

30

SPEED

CURRENT HIT POINTS

HIT POINT MAXIMUM

10

TEMPORARY HIT POINTS

DEFENCES

Immunities - Magical Sleep

1d8

1

HIT DICE

SUCCESSSES

DEATH SAVES

FAILURES

Abyssal, Common, Elvish, Orc, Thieves' Cant

## LANGUAGES



# Spells

Spellcasting  
Ability

Spell  
Save DC

Spell Attack  
Bonus

0

Cantrips

Minor Illusion / PHB 260

3

6

1

4

7

2

5

8

9



## Equipment

Disguise Kit  
Thieves' Tools  
Bedroll  
Mess Kit  
Tinderbox  
10 Days of Rations  
Waterskin  
50 ft of Hempen Rope

Dagger  
Shortbow  
Leather Armour



Attunement Item

Attunement Item

Attunement Item

Carried

Equipped

## Features & Traits

Rogue features

Hit points • PHB 95

Proficiencies • PHB 95

Expertise • PHB 96

Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies. [6th] choose two additional proficiencies.

Sneak attack • PHB 96

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. Of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Special\*

Thieves' cant • PHB 96

You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

High elf racial traits

Darkvision • BR 23

You can see in darkness (shades of gray) up to 60 ft.

Keen senses • BR 23

You have proficiency in the perception skill.

Jey ancestry • BR 23

You have advantage on saves against being charmed, and magic can't put you to sleep.

Trance • BR 23

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

Elf weapon training • BR 23

You have proficiency with the longsword, shortsword, shortbow, and longbow.

Cantrip • BR 24

You know one cantrip of your choice from the wizard spell list. Int is your spellcasting ability for it.

Extra language • BR 24

You can speak, read, and write one extra language of your choice.



Astarion has not had a union with another that lasted longer than one night in centuries, and can hardly imagine one coming his way any time soon.

His fate remains linked however to the six other vampire spawn of Cazador's Coven, in Baldur's Gate. Cazador's Family, scarred and marked as Astarion was.



While he would rather forget the time he suffered in servitude alongside them, they may be able to help with the tyrant's demise.

#### Allies & Organisations

Astarion drips with charm before everyone he meets. How much of it is an act, even he himself isn't sure of any more.

#### Personality Traits

Freedom almost tastes finer than blood, and Astarion will do everything he can to secure it.

#### Ideals

Day-walking or not, Astarion is still only one step ahead of his Master Cazador, as long as he remains but a vampire spawn.

#### Bonds

While he has boiled seduction down to a fine art, and can quickly win over almost anyone, keeping and trusting a new-found ally is another challenge altogether.

#### Flaws

## Backstory

Astarion prowled the night as a vampire spawn for centuries, forced to follow the orders of his sadistic Master, Cazador: Seduce every fool with a pulse, and lure them back to my lair. Free for now, he will do anything to keep his life in the light. He can see but one way to ensure his liberty for good: become many times more powerful than his old abuser ever could dream of being.

His body is forever tainted by the intricate, patterned scarring Cazador carved upon his back, and the elder vampire seems set on sending waves of hunters seeking to capture his lost spawn.

