

Dale

CHARACTER NAME

Fighter 1

CLASS & LEVEL
Wood Elf

RACE

Acolyte

BACKGROUND
CG

ALIGNMENT

Steve

PLAYER NAME
350

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+3

17

CONSTITUTION

+1

13

INTELLIGENCE

-1

8

WISDOM

+1

13

CHARISMA

+0

10

INSPIRATION

+2

PROFICIENCY BONUS

☒ +4 Strength

☐ Dexterity

☒ +3 Constitution

☐ Intelligence

☐ Wisdom

☐ Charisma

SAVING THROWS

☒ +5 Acrobatics (Dex)

☐ Animal Handling (Wis)

☐ Arcana (Int)

☒ +4 Athletics (Str)

☐ Deception (Cha)

☐ History (Int)

☒ +3 Insight (Wis)

☐ Intimidation (Cha)

☐ Investigation (Int)

☐ Medicine (Wis)

☐ Nature (Int)

☒ +3 Perception (Wis)

☐ Performance (Cha)

☐ Persuasion (Cha)

☒ +1 Religion (Int)

☐ Sleight of Hand (Dex)

☐ Stealth (Dex)

☐ Survival (Wis)

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

35

SPEED

Hit Point Maximum 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d10+2

d10+1

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Nothing can shake my optimistic attitude.

PERSONALITY TRAITS

We must be agents of the change to gods want.

IDEALS

Everything I do is for the common people.

BONDS

Once I pick a goal, I become obsessed with it to the detriment of everything

FLAWS

NAME

Longbow

ATK BONUS

+7

DAMAGE/TYPE

1d8 + 3

Crossbow

+7

1d8 + 3

Rapier

+5

1d8 + 3

Note AC is 16 w/Shield, only likely when attacking w/Rapier

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Simple and martial weapons
All armor and shields
Common, Elven, Dwarfish, Giant

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Leather armor

Longbow (20 arrows)

Shortsword

Shield

Lt. Crossbow (20 bolts)

Explorer's pack

Holy Symbol of

Corellon, prayer

book, vestments,

cloths

EQUIPMENT

FEATURES & TRAITS



Dale

CHARACTER NAME

101

AGE

Brown

EYES

5'6"

HEIGHT

Sunburnt

SKIN

160

WEIGHT

Lt. Brown

HAIR

Order of Corellon's Fighters

NAME

SYMBOL

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Dale grew up listening to the stories of Corellon when he was but an elfling. Dale split his time between honing his fighting skills and helping other elves be the best they could be.

At 60, he joined monestary to learn all the theology he could about Corellon and the gods. On his special 101st birthday, he left make his way in the world, an emmisary to Elves and non-Elves about Corellon.

Dale prefers to lead by example, and rarely posterlorizes. He beleives that the world needs good people to make the world a better place free of evil and corruption.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE