

Adelbert

CHARACTER NAME

Fighter/ 1

CLASS & LEVEL

Human/Chondathan

RACE

Soldier

BACKGROUND

Neutral Good

ALIGNMENT

Jimishine

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

15

+2

DEXTERITY

14

+2

CONSTITUTION

15

+2

INTELLIGENCE

12

+1

WISDOM

17

+3

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- +4 Strength
- +2 Dexterity
- +4 Constitution
- +1 Intelligence
- +3 Wisdom
- +2 Charisma

SAVING THROWS

- +2 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +1 Arcana (Int)
- +4 Athletics (Str)
- +2 Deception (Cha)
- +1 History (Int)
- +3 Insight (Wis)
- +4 Intimidation (Cha)
- +1 Investigation (Int)
- +3 Medicine (Wis)
- +1 Nature (Int)
- +5 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +1 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +5 Survival (Wis)

SKILLS

15

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I have a crude sense of humor. I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.

PERSONALITY TRAITS

Live and Let Live. Ideals aren't worth killing over or going to war for. (Neutral)

IDEALS

I fight for those who cannot fight for themselves.

BONDS

I made a terrible mistake in battle that cost many lives-and I would do anything to keep that mistake secret.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Longsword +4 1d8 +2 slashing

Longbow +4 1d8 +2 piercing

ATTACKS & SPELLCASTING

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Second Wind. You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must nish a short or long rest before you can use it again.

15

PASSIVE WISDOM (PERCEPTION)

Languages.Common

Weapon.Simple, Martial, Longsword, Longbow

Armor.Light, Medium, Heavy, Shields

Tools. Cartographers tools, Navigators tools, Dice set, Land

OTHER PROFICIENCIES & LANGUAGES

- CP
- SP
- EP
- GP
- PP

EQUIPMENT

FEATURES & TRAITS



Adelbert

CHARACTER NAME

36

AGE

6'1"

HEIGHT

15 stone

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

Jaded, disillusioned deserter from an unknown army. Currently doing mercenary work for coin.

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Blank lines for writing cantrips.

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED

SPELL NAME

Table for level 1 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

2

Table for level 2 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

3

Table for level 3 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

4

Table for level 4 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

5

Table for level 5 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

6

Table for level 6 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

7

Table for level 7 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

8

Table for level 8 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

9

Table for level 9 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

SPELLS KNOWN