DUNGEONS & DRAGONS Fighter 1 Folk Hero Class & Level Background **Neutral Good** Human Race Alignment Tanis 300 Shawn XP Next Level Experience Points Player's Name Character Name INITIATIVE PROFICIENCY BONUS **STRENGTH** 16 +5 Saving Throw ♦ +5 Athletics ARMOR CLASS 12 HIT POINTS MAXIMUM **DEXTERITY** 14 O +2 Saving Throw ○ ♦ <u>+2</u> Acrobatics +2 **CURRENT HIT POINTS** ○ ♦ +2 Sleight of Hand ARMOR, SHIELD, PROTECTIONS ○ ♦ +2 Stealth ▼ CONSTITUTION 14 TEMPORARY HIT POINTS +4 Saving Throw +2 HIT DICE MAXIMUM INTELLIGENCE 8 O _-1_ Saving Throw HIT DICE SPENT O ♦ -1 Arcana ○ ♦ <u>-1</u> History Successes O O O Failed O O ADVANTAGES, RESISTANCES, IMMUNITIES **DEATH SAVES** ○ ♦ <u>-1</u> Investigation O 🔷 _-1_ Nature ○ ♦ -1 Religion Weight Weapon Attack Damage/Type Range **WISDOM** 10 O +0 Saving Throw +0 ○ ♦ <u>+0</u> Insight ○ ♦ <u>+0</u> Medicine • \diamondsuit <u>+2</u> Survival **CHARISMA** 12 O +1 Saving Throw ○ ♦ +1 Deception ○ ♦ +1 Performance ○ ♦ +1 Persuasion ● Proficient | ◆ Expertise | ▼ Armor penalty **WEAPONS & AMMUNITIONS** 10 PASSIVE WISDOM (PERCEPTION) INSPIRATION \triangleright \triangleright VISION \triangleright Normal \triangleright day base 30 COMBAT FEATURES Feats, abilities, and other features for quick reference in combat **SENSES & MOVEMENT**

Armor: ☑ Light ☑ Medium ☑ Heavy	Character creation date				
Shields Weapons: ⊠ Simple ⊠ Martial	Place and date of birth				
Vehicles (Land)		Deity and Domain Pelor, god of the sun and healing			
Woodcarving Tools	Solly alia Bollian 1 olol, god				
VVOCACAI VIII G T COID	Age 17	Gender Male			
	Height 6'0"	Weight 187 lbs.			
	Size Medium	Hair Brown			
	Eyes Grey	Skin Tan			
	Appearance	SNII I all			
PROFICIENCIES		uilt. He bee geverel collegees on his bands from working in			
		uilt. He has several callouses on his hands from working in			
Common	the fields so much.				
Halfling	Personality traits When I set my mind to something, I follow through nomatter what gets in my way				
	Thinking is for other people.	I prefer action.			
LANGUAGES	Ideals				
Al III	Sincerity: There's no good in	n pretending to besomething I'm not.			
Ability Scores Increase (Str+Dex)					
Skills (Perception)	Bonds				
Feat (Mage Slayer)	I worked the land, I love the	land, and I will protect the land.			
Rustic Hospitality					
Dueling (+2 to damage with 1 hand)	Flaws				
Second Wind (1d10+1)	The tyrant who rules my land will stop at nothing to see me killed.				
	Friends and allies				
	Cora, a halfling friend that he stood up against Marcon for when he tried to beat her.				
	She is a good friend but she hides a dark secret from Tanis.				
	Enemies				
	Marcon, the human sorcerer lord of the Hamlet of Watford. He opresses his citizens. Tanis taught himself the basics of fighting in secret and stood up to him for Cora.				
	Background/other				
	Tanis had loving parents in Watford and he worries about what might have happened to				
	them.				
	Tanis hasn't seen any races besides Humans, Halflings, and the occasional Dwarf before				
	Tanis doesn't understand arcane magic and will be slow to trust it after his experiences				
	Tanis hopes to get his parents out of poverty.				
RACE & CLASS FEATURES	Tanis hopes to save Cora.				
		CHARACTER DATA			
Mage Slayer					
* Reaction to Melee attack against anyone					
casting within 5 ft.	i				
* Damaging a caster concentrating gives					
them disadvantage to concentration.					
* Advantage on saving throws against					
spells within 5 feet.	 	i i i			
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NOTES

FEATS

CHARACTER PORTRAIT

		_	_		
Item	D	В	Р		Platinum piece (pp)
					Gold piece (gp)
					Electrum piece (ep)
					Silver piece (sp)
					Copper piece (cp)
					des does des Constant Constant des UNIVERSE Constant de la Constan
					1pp=10gp 1gp=2ep 1ep=5sp 1sp=10cp Weight: 50 pieces =1 lb.
				······	COINS
					GEMS AND JEWELERY
					Where How much When
					where now much when
					Loaned, deposited or received values or goods
					VALUABLES
				†·····	
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					MOUNT
				ļ	MOUNT
Total Weight				Ļ—	Each aire estaces about Medium v2 Tournet was 1/
Total weight on Character					Each size category above Medium x2, Tiny creatures ½ ENCUMBERED HEAVILY ENCUMB. MAX CARRYING PUSH, DRAG LIFT
D - Donned					LIVEUMDLINED IILAVILI ENGUMD. MAA GARRTING LIFT
B - Backpack (max lb.)					
P - Belt Pouch (n; max lb.)					Strength x5 lb. Strength x10 lb. Strength x15 lb. Strength x30 lb.
(n	: max	lh)		Speed –10 ft. Spe. –20ft. Disadvantage on
			,		Str, Dex, Con ability checks, ST, attacks
EQUIPMENT					CARRYING CAPACITY