

Fithy Dishon

CHARACTER NAME

Fighter 1

CLASS & LEVEL

Human Male

RACE

Sage (Wizard's Apprentice)

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

13

+1

CONSTITUTION

15

+2

INTELLIGENCE

11

WISDOM

9

-1

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- +5 Strength
- +1 Dexterity
- +4 Constitution
- Intelligence
- 1 Wisdom
- +2 Charisma

SAVING THROWS

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

SKILLS

18

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum ¹²

12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I am fresh-faced and enthusiastic, eager to make new friends. I respect the past and want to honour that legacy.

PERSONALITY TRAITS

I want to become the most popular member of the Dishon family. I know that greatness is within me.

IDEALS

I come from a long and noble line of Dishons. I am proud of them all. They are my family.

BONDS

Sometimes I bite off more than I can chew. Time will tell whether this is a good thing.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Longsword +5 1d8+3 sl

Crossbow +3 1d8+1 p

ATTACKS & SPELLCASTING

Fighting style: Protection

Second Wind

Researcher

9

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Elvish, Goblin, Dragon

Proficiencies: All armour, shields, simple weapons, martial weapons

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

PP

10

Chain mail, shield, 20 bolts, dungeoneer's pack

Bottle of black ink, quill, letter from Mykmerls you have not yet been able to answer, common clothes, belt pouch

EQUIPMENT

FEATURES & TRAITS