

Dane Sparkfire

CHARACTER NAME

Fighter lv1

CLASS & LEVEL

BACKGROUND

ljstormslayer

PLAYER NAME

Human

RACE

ALIGNMENT

0

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

14

+2

CONSTITUTION

15

+2

INTELLIGENCE

13

+1

WISDOM

11

0

CHARISMA

9

-1

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ 7 Strength
- ☐ 8 Dexterity
- ☒ 8 Constitution
- ☐ 7 Intelligence
- ☐ 4 Wisdom
- ☐ 5 Charisma

SAVING THROWS

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

SKILLS

PASSIVE WISDOM (PERCEPTION)

Dwarvish
Prof: Thieves Tools

OTHER PROFICIENCIES & LANGUAGES

12

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 8

8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

Stoic
Cold
Untrusting
Controlled
Emotional distant.
Loyal to those who aid him.

PERSONALITY TRAITS

Morally grey. He'd prefer to take morally good missions but will take evil missions if the pay is high enough. His goal is his sisters return at any cost..

IDEALS

Major respect for Krim Hazer the sell sword and most other members of the Striking Wolves uild.

BONDS

Bias and suspician towards magic uses as he believes they may have something to do with his sisters disappearance.

FLAWS

Fighting style: Two-Weapon fighting
Second Wind

FEATURES & TRAITS

Leather, Longbow, 20 arrows

2x Shortswords

2x handaxes

Explorers pack

EQUIPMENT



Dane Sparkfire/ The Lone Wolf

CHARACTER NAME

22

AGE

Bronze

EYES

5,11

HEIGHT

fare

SKIN

82kg

WEIGHT

Black

HAIR



CHARACTER APPEARANCE

The Striking Wolves Guild is a sell sword group and most members are sell swords who fund the Guild with earnings from there missions.

Head quarters is hidden in the northern forrest of Bram.
Krim and the Striking Wolves by extension took Dane in and grew him into the capable sell sword we know today.

Member of the guild are provided with a tsuedo family and living quarters as there based of operations. One sell sword from The Striking Wolves is a problem. The pack altogether are a true force to be reckoned with.

The Striking Wolves Guild also have good relations with dwarves as many dwarves help them craft there weaponry.

Members of the Striking Wolves Guild:

Krim Hazer - Sell Sword
Zade Dagerton - Sell Sword
Oogrif Crafter - Blacksmith and weapons crafter
Aura Creed - Hidden weapons desginer.
Tanna Vipers - Poison specialist

NAME

The Striking Wolves



SYMBOL

ALLIES & ORGANIZATIONS

As a young boy Dane was a happy farmers son living with his mother and older sister, Arla.

His father was never in a picture and his mother kept information about him short and vague.

He did however have a strong bond with his older sister who obviously had huge magical potential even at an early age.

In Dane's 7th year, the Sparkfire home was attacked by a group of warlocks who killed his mother and abducted his older sister and close family friend, an Elf name Niri. Both Arla and Niri hasn't been seen since.

Now, Dane's personal quest is one of revenge and rescue. Finding and killing those who murdered his mother and rescuing his sister and Niri.

His adolescent years were filled with pain, anger, fear and desperation. Without a home and the loss of his family Dane resorted to thievery to survive. Often getting into fights.

This was until he encountered Krim, a sell sword who Dane actually tried to steal from. Perhaps seeing something within Dane, Krim decided to take him under his wing and after learning of his origins, trained Dane in the ways of the sword. Providing him with martial arts and weapon skills. Krim did more than this however, becoming a father figure to Dane. Teaching him how to control his emotions especially during a fight and helping him find leads on the warlocks' whereabouts. Providing a roadmap of sorts so Dane would have a good chance in facing off against magic users.

Roughly a decade of training has not just turned Dane into a capable fighter but a well travelled and experienced person with additional connections and allies of his own.

Dane's goal as a sell sword is to build up enough experience in fighting, gain strong allies and use his sell sword earnings to find magical neutralising objects that can give him and edge in the one fight that matters.

CHARACTER BACKSTORY

2x Twin Shortswords

This is his signature weapon that he carries on most missions as well as generally.

2x Twin Handaxes

These weapon are usually his go to during close quarters combat, especially in tight narrow areas. Also he can throw them if necessary.

1x Long Bow

While not always his preferred weapon of choice. Dane became proficient at it when needing to assassinate an elected governor of Bram City whilst he was travelling with high security force.

3x Lite armour (Thick Leather)

Strong armour that is both lite and strong. This allows Dane's more speed and agility. However, the armour mainly shields vital areas of his body. Other areas are exposed and are easier to attack.

1x Shield

Depending on the mission Dane may bring a shield. However he finds more defensive weapons slow him down and don't always mesh with his fighting style.

1x Hidden weapons.

Dane also has weapons hidden throughout his body such as elbow/knee spikes, toe spikes on shoes and knives that extend from wrists. Dane coats these blades from mind dampening venoms.

Martial Arts

Dane's body build is more in line with a boxer or gymnast and therefore his fighting style is more quick and nimble with calculated actions and counters. He's for the most part a generalist. Strong but not the strongest, fast but not the fastest which makes him versatile when on missions. He is however at this point ruthless and relentless.

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING ABILITY

SPELL SAVE DC

**SPELL ATTACK
BONUS**

CANTRIPS

36SLOTS EXPENDED2

▲

SPELL NAME

C.

O.

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C.

O.

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