

Isa Taoi

CHARACTER NAME

Fighter 1

CLASS & LEVEL

Acolyte

BACKGROUND

PLAYER NAME

Standard Human

RACE

Lawful Neutral

ALIGNMENT

10

EXPERIENCE POINTS

STRENGTH

14

7

DEXTERITY

14

7

CONSTITUTION

-1

8

INTELLIGENCE

0

11

WISDOM

-1

8

CHARISMA

-2

6

INSPIRATION

2

PROFICIENCY BONUS

- 1 Strength
- -1 Dexterity
- 1 Constitution
- 0 Intelligence
- -1 Wisdom
- -2 Charisma

SAVING THROWS

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

SKILLS

9

PASSIVE WISDOM (PERCEPTION)

18

ARMOR CLASS

4

INITIATIVE

30

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Light Crossb... 1 1d8-1 Piercing

Greatsword 1 2d6-1 Slashi...

ATTACKS & SPELLCASTING

10	10	10	15	10
CP	SP	EP	GP	PP

- 1 Prayer Wheel
- 1 Chain Mail
- 1 Shield
- 1 Light Crossbow
- 20 Crossbow bolts
- 1 Dungeoneer's Pack
- 1 Greatsword

EQUIPMENT

I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.

I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.

PERSONALITY TRAITS

Faith. I trust that my deity will guide my actions, I have faith that if I work hard, things will go well. (Lawful)

IDEALS

I will someday get revenge on the corrupt temple hierarchy who branded me a heretic.

BONDS

I am inflexible in my thinking.

FLAWS

Second Wind

Fighting Style: Great Weapon Fighting

Shelter of the Faithful

FEATURES & TRAITS

LANGUAGE: Abyssal, Common, Infernal, Primordial

ARMOR: Heavy Armor, Light Armor, Medium Armor, Shields

WEAPON: Martial weapons, Simple weapons

OTHER PROFICIENCIES & LANGUAGES

[illegible]

## ATTACKS & SPELLCASTING

[illegible]

## EQUIPMENT

# 1

## SECOND WIND

Total: \_\_\_\_\_

Total: \_\_\_\_\_

20  
CROSSBOW BOLTS

Total: \_\_\_\_\_

Total: \_\_\_\_\_



# FEATURES & TRAITS

## 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 finish a short or long rest before you can use it again.

## Fighting Style: Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

## Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

**SPELLS**