D&D BEYOND

Endasare Anaedus

CHARACTER NAME

Fighter 1	
CLASS & LEVEL	PLAYER NAME
Pallid Elf	Urban Bounty Hunter
RACE	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	+0 (10)
DEXTERITY	+3 (16)
CONSTITUTION	+2 (14)
INTELLIGENCE	-1 (8)
WISDOM	+3 (16)
CHARISMA	+0 (10)

⊙	+2	Strength
○	+3	Dexterity
⊙	+4	Constitution
○	-1	Intelligence
○	+3	Wisdom
○	+0	Charisma

Saving Throw Modifiers

Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

Ⓟ	+5	Acrobatics	DEX
○	+3	Animal Handling	WIS
○	-1	Arcana	INT
○	+0	Athletics	STR
○	+0	Deception	CHA
○	-1	History	INT
Ⓟ	+5	Insight	WIS
○	+0	Intimidation	CHA
○	-1	Investigation	INT
○	+3	Medicine	WIS
○	-1	Nature	INT
Ⓟ	+5	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
○	-1	Religion	INT
○	+3	Sleight of Hand	DEX
Ⓟ	+5	Stealth	DEX
Ⓟ	+5	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+3 INITIATIVE

ARMOR 17 CLASS

DEFENSES

INSPIRATION

+2 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
12		--

HIT POINTS

Total 1d10

HIT DICE

SUCCESSES ○=○=○

FAILURES ○=○=○

DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Playing Card Set, Thieves' Tools

=== LANGUAGES ===
Common, Elvish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===
Second Wind • 1 / Short Rest
Once per short rest, you can use a bonus action to regain 1d10 + 1 HP.

ACTIONS

15	PASSIVE WISDOM (PERCEPTION)
15	PASSIVE WISDOM (INSIGHT)
14	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Longbow	+7	1d8+3 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Shortsword	+5	1d6+3 Piercing	Martial, Finesse, Light
Unarmed Strike	+2	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Endasare Anaedus	Fighter 1	

RACE	BACKGROUND	EXPERIENCE POINTS
Pallid Elf	Urban Bounty Hunter	

=== FIGHTER FEATURES ===

* Hit Points • PHB 71

* Proficiencies • PHB 71

* Fighting Style • PHB 72
You adopt a fighting style specialty.

| Archery • PHB
You gain a +2 bonus to attack rolls you make with ranged weapons.

* Second Wind • PHB 72
Once per short rest, you can use a bonus action to regain 1d10 + 1 HP.

| 1 / Short Rest • 1 Bonus Action

=== PALLID ELF RACIAL TRAITS ===

* Darkvision • BR 23
You can see in darkness (shades of gray) up to 60 ft.

* Keen Senses • BR 23
You have proficiency in the Perception skill.

* Fey Ancestry • BR 23
You have advantage on saves against being charmed, and magic can't put you to sleep.

* Trance • BR 23
You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

* Incisive Sense • EGtW 163
You have advantage on Intelligence (Investigation) and Wisdom (Insight) checks.

* Blessing of the Moon Weaver • EGtW 163
You know the light cantrip. [3rd] You can cast the sleep spell once per long rest. [5th] You can cast the invisibility spell (targeting yourself only) once per long rest. Casting these spells with this trait doesn't require material components. WIS is your spell casting ability for these spells.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	3

WEIGHT CARRIED	ENCUMBERED	PUSH/DRAG/LIFT
87.16 lb.	150 lb.	300 lb.

NAME	QTY	WEIGHT
Studded Leather	1	13 lb.
Shield	1	6 lb.
Longbow	1	2 lb.
Shortsword	1	2 lb.
Arrows	20	1 lb.
Backpack	1	5 lb.
Bedroll	1	7 lb.
Clothes, Traveler's	1	4 lb.
Crowbar	1	5 lb.
Flask or Tankard	1	1 lb.
Mess Kit	1	1 lb.
Quiver	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Sack	2	1 lb.

NAME	QTY	WEIGHT
Small Knife	1	--
Tinderbox	1	1 lb.
Thieves' Tools	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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D&D BEYOND

Endasare Anaedus

CHARACTER NAME

Female	251	Medium	5' 5"	134
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	The Traveler	Pale	Brown	White
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I always have a plan for what to do when things go wrong.
The first thing I do in a new place is note the locations of everything

PERSONALITY TRAITS

Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)

IDEALS

Someone I loved died because of a mistake I made. That will never happen again.

BONDS

An innocent person is in prison for a crime that I committed. I'm okay with that.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Light	Blessing of the Moon Weaver	DEX 13	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M

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