

Korint

CHARACTER NAME

Level 5 Human Fighter, Champion  
CHARACTER LEVEL, RACE, & CLASS

6500  
EXPERIENCE

Far Traveler  
BACKGROUND

ALIGNMENT DEITY

Azree  
PLAYER NAME

STRENGTH

20

+5

DEXTERITY

12

+1

CONSTITUTION

18

+4

INTELLIGENCE

9

-1

WISDOM

10

+0

CHARISMA

9

-1

PROFICIENCY BONUS

+3

- ☒ +8 Strength
- ☐ +1 Dexterity
- ☒ +7 Constitution
- ☐ -1 Intelligence
- ☐ +0 Wisdom
- ☐ -1 Charisma

CONDITIONAL

SAVING THROWS

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

SKILLS

13

PASSIVE PERCEPTION

ARMOR

Chain Mail

SHIELD

Dual Wielder (1)

ARMOR CLASS

17

AC

MAXIMUM

70

HIT DICE

5d10

TEMPORARY

CURRENT HIT POINTS

SPEED

30ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

RACIAL TRAITS

**Dual Wielder.** +1 bonus to AC while you are wielding a separate melee weapon in each hand. You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light. You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

**Fighting Style.**

**Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

**Second Wind (Bonus Action—1/Short Rest).** You regain 1d10+5 hp.

**Action Surge (1/Short Rest).** On your turn, you can take one additional action on top of your regular action.

**Extra Attack.** You can attack twice, instead of once, whenever you take the Attack action on your turn.

**Improved Critical.** Your weapon attacks score a critical hit on a roll of 19 or 20.

FEATURES & TRAITS

**Armor Proficiencies.** Light Armor, Medium Armor, Heavy Armor, Shields

**Weapon Proficiencies.** Simple Weapons, Martial Weapons

**Tool Proficiencies.** Lyre

**Languages.** Common, Draconic, Elvish

PROFICIENCIES & LANGUAGES

NAME	RANGE	ATTACK	DAMAGE / TYPE
Longsword Versatile	5 ft	+8 vs AC	1d8+5 slashing
Longsword Versatile	5 ft	+8 vs AC	1d8+5 slashing
Handaxe Light, Thrown	20/60	+8 vs AC	1d6+5 slashing

ATTACKS & SPELLCASTING



Korint

CHARACTER NAME

Male		6'2"	170 lb.
GENDER	AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

Feature: All Eyes on You

Your accent, mannerisms, figures of speech, and perhaps even your appearance all mark you as foreign. Curious glances are directed your way wherever you go, which can be a nuisance, but you also gain the friendly interest of scholars and others intrigued by far-off lands, to say nothing of everyday folk who are eager to hear stories of your homeland. You can parley this attention into access to people and places you might not otherwise have, for you and your traveling companions. Noble lords, scholars, and merchant princes, to name a few, might be interested in hearing about your distant homeland and people.

BACKGROUND FEATURE

TRINKET

Almost all of the common people and other folk that one might encounter along the Sword Coast or in the North have one thing in common: they live out their lives without ever traveling more than a few miles from where they were born.

You aren't one of those folk.

You are from a distant place, one so remote that few of the common folk in the North realize that it exists, and chances are good that even if some people you meet have heard of your homeland, they know merely the name and perhaps a few outrageous stories. You have come to this part of Faerûn for your own reasons, which you might or might not choose to share.

Although you will undoubtedly find some of this land's ways to be strange and discomfiting, you can also be sure that some things its people take for granted will be to you new wonders that you've never laid eyes on before. By the same token, you're a person of interest, for good or ill, to those around you almost anywhere you go.

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible][illegible]

**Chain Mail**

*Armor*

Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

55 lb.

Player's Handbook

**Longsword**

*Weapons*

3 lb.

Player's Handbook

**Longsword**

*Weapons*

3 lb.

Player's Handbook

**Handaxe**

*Weapons*

2 lb.

Player's Handbook

**Handaxe**

*Weapons*

2 lb.

Player's Handbook

**Explorer's Pack**

*Equipment Packs*

Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

10 lbs.

Player's Handbook