

FÔU RÔUIN

CHARACTER NAME

FIGHTER 2

CLASS & LEVEL

ELF

RACE

FOLK HERO

BACKGROUND

CHAOTIC NEUTRAL

ALIGNMENT

JAKUB

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

11

0

DEXTERITY

16

3

CONSTITUTION

16

3

INTELLIGENCE

11

0

WISDOM

16

15+1

3

CHARISMA

16

3

INSPIRATION

2

PROFICIENCY BONUS

- ☒ 2 Strength
☐ Dexterity
☒ 5 Constitution
☐ Intelligence
☐ Wisdom
☐ Charisma

SAVING THROWS

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

SKILLS

15

ARMOR CLASS

3

INITIATIVE

35

SPEED

Hit Point Maximum 22

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2

1D10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

LONGBOW

7

1D8 + 3

2X SHORT SW

5

1D6 + 3/1D6

RANGE 150 - 600

DISADVANTAGE 150+

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

435

259

8

III

EQUIPMENT

FEATURES & TRAITS

ARCHER +2 ATTACK ROLL S LUKOM
 SECOND WIND - 1D10 + LVL HP
 AKO BONUS ACTION MEDZI ODPOCINKAMI
 LIGHT ARMOR - STUDED LEATHER
 10 TORCH
 ROPE
 HORSE RIDE AND VEHICLES
 ACTION SURGE - 1 ADDT. ACTION THEN REST