

Elrond

CHARACTER NAME

Level 1 Wood Elf Fighter
CHARACTER LEVEL, RACE, & CLASS

0
EXPERIENCE

Folk Hero
BACKGROUND

Neutral
ALIGNMENT DEITY

Niilo
PLAYER NAME

STRENGTH

11

+0

DEXTERITY

20

+5

CONSTITUTION

17

+3

INTELLIGENCE

12

+1

WISDOM

14

+2

CHARISMA

13

+1

PROFICIENCY BONUS

+2

- ☒ +2 Strength
- ☐ +5 Dexterity
- ☒ +5 Constitution
- ☐ +1 Intelligence
- ☐ +2 Wisdom
- ☐ +1 Charisma

CONDITIONAL

SAVING THROWS

- ☒ +7 Acrobatics (Dex)
- ☒ +4 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +2 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +5 Sleight of Hand (Dex)
- ☐ +5 Stealth (Dex)
- ☒ +4 Survival (Wis)

SKILLS

14

PASSIVE PERCEPTION

ARMOR

Scale Mail

SHIELD

16

AC

ARMOR CLASS

MAXIMUM

13

HIT DICE

1d10

TEMPORARY

CURRENT HIT POINTS

SPEED

35ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

Darkvision

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Fey Ancestry. Advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured.

RACIAL TRAITS

INITIATIVE

+5

1 Attack / Attack Action

NAME

Longbow

Ammunition, Heavy, Two-Handed

RANGE

150/600

ATTACK

+9 vs AC

DAMAGE / TYPE

1d8+5 piercing

Rapier

Finesse

5 ft

+7 vs AC

1d8+5 piercing

ATTACKS & SPELLCASTING

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Fighting Style.

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

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

FEATURES & TRAITS

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

Weapon Proficiencies. Longsword, Shortsword, Shortbow, Longbow, Simple Weapons, Martial Weapons

Tool Proficiencies. Vehicles land, Carpenter's tools

Languages. Common, Elvish

PROFICIENCIES & LANGUAGES



Elrond

CHARACTER NAME

Male	17	173cm	70kgs
GENDER	AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I judge people by their actions, not their words.
If someone is in trouble, I'm always ready to lend help.

PERSONALITY TRAITS

Sincerity. There's no good in pretending to be something I'm not. (Neutral)

IDEAL

I protect those who cannot protect themselves.

BOND

I have trouble trusting in my allies.

FLAW

Rustic Hospitality

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

BACKGROUND FEATURE

A glass jar containing lard with a label that reads, "Griffon Grease"

TRINKET

You come from a humble social rank, but you are destined for so much more. Already the people of your home village regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

ADDITIONAL TREASURE

[illegible]

QUEST ITEMS & TRINKETS

Longbow

Weapons

2 lb.

Player's Handbook

Rapier

Weapons

2 lb.

Player's Handbook

Scale Mail

Armor

This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

45 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