

Dolag Kivzar

CHARACTER NAME

Ranger 1

CLASS & LEVEL

Human (m)

RACE

Criminal

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

XP

EXPERIENCE POINTS

INSPIRATION

STRENGTH

+2

14

DEXTERITY

+2

15

CONSTITUTION

+1

12

INTELLIGENCE

+0

11

WISDOM

+0

10

CHARISMA

-2

7

PROFICIENCY BONUS

+2

☒ +4

Strength

☒ +4

Dexterity

☐ +1

Constitution

☐ +0

Intelligence

☐ +0

Wisdom

☐ -2

Charisma

SAVING THROWS

☐ +2

Acrobatics (Dex)

☐ +0

Animal Handling (Wis)

☐ +0

Arcana (Int)

☐ +2

Athletics (Str)

☒ +0

Deception (Cha)

☐ +0

History (Int)

☐ +0

Insight (Wis)

☐ -2

Intimidation (Cha)

☐ +0

Investigation (Int)

☐ +0

Medicine (Wis)

☒ +2

Nature (Int)

☐ +0

Perception (Wis)

☐ -2

Performance (Cha)

☐ -2

Persuasion (Cha)

☐ +0

Religion (Int)

☐ +2

Sleight of Hand (Dex)

☒ +4

Stealth (Dex)

☒ +2

Survival (Wis)

SKILLS

10

PASSIVE WISDOM (PERCEPTION)

Weapons

simple weapons, martial weapons

Armors

light armor, medium armor, shields

Tools

playing card set, thieves' tools

Languages

Common, Elvish

AC

13

INITIATIVE

+2

SPEED

30 ft

Hit Point Maximum

11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1d10

HIT DICE

NAME

ATK

DAMAGE/TYPE

Trident

+4

1d6+2 piercing

Shortbow

+4

1d6+2 piercing

Handaxe

+4

1d6+2 slashing

Trident. *Melee* : +4 (1d6+2 piercing ; thrown (range 20/60), versatile (1d8))

Shortbow. *Ranged* : +4 (1d6+2 piercing ; ammunition (range 80/320), two-handed)

Handaxe. *Melee* : +4 (1d6+2 slashing ; light, thrown (range 20/60))

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Favored Enemy ()

Natural Explorer (forest)

Criminal Contact

EQUIPMENT

CP

0

Trident, shortbow, handaxe, leather, thieves' tools, forgery kit, 20 arrows, backpack, bedroll, mess kit, tinderbox, torch (10), rations/1 day (10), waterskin, rope/hempen 50 feet, crowbar, clothes/common, belt pouch

SP

0

EP

0

Equipment weight 91 lb - Cost 111.7 gp

GP

15

Coins weight 0.15 lb

PP

0

PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

Dolag Kivzar

CHARACTER NAME

20	6.0 ft (Medium)	200 lb.
AGE	HEIGHT	WEIGHT
Blue	Tan	Blonde
EYES	SKIN	HAIR

APPEARANCE

Criminal (Burglar)

I grew up in poverty in the outer portions of a bigger city where my parents both were both trying to make it by, by taking on low level mercenary missions. I was 12 when I started joining my parents on their missions for extra pay to help the family. We were all hired to steal a valuable green gem from a noble. The job ended up being a sting operation and we were captured by the government of this world where we were tortured and I was tortured as leverage for my parents to tell them who hired them. I lost my eyes because of the torturing. My parents ended up negotiating to let me go in return for the information on who hired us and that I would lead them too the culprits by pretending to hand in the green gem to finish my mission for the government to swoop in. The day I was released they had a public execution of my parents which is when I decided to run into the wilderness instead of follow along with their plan. The gem ended up being an artifact that allows for my use of ranger magic along with my ranger spiritual nature traits. I learned to survive and use sonar in the wild and I search for artifacts in the hope of finding one strong enough to tear down the government one day. I learned from my mistakes of doing sketchy mercenary work and try to help those less fortunate as I grew up that way, but with that I have a chaotic vengeance to kill those who wronged me in the past.

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES

Green gem artifact for casting spells

CHARACTER BACKSTORY

TREASURE

[illegible]