Drake the Elf CHARACTER NAME			CLASS & LEVEL BA		BACKGROUND PLAYER NAME		
					Neutral ALIGNMENT	EXPERIENCE POINTS	
STRENGTH +0	INSPIRA +2 PROFICIENC		13 AC	+2 initiativ	30 ft		
11 DEXTERITY +2 15	11		Hit Point Maximum 26 CURRENT HIT POINTS		.	PERSONALITY TRAITS IDEALS	
CONSTITUTIO	N SAVING THROW	vs	ТЕМРО	RARY HIT I	POINTS		
+0	+0 Arcana (I	andling (Wis)	otal <u>3d10</u>		ruccesses		BONDS
INTELLIGENC							FLAWS
+0	+4 Deception +0 History (1) +2 Insight (1)	int)	ME Longsword	ATK DAN	MAGE/TYPE 1d8 slashing	Second Win	d (1d10+3 hp/rest)
11	+2 Intimidat	-	Pike		1d10 piercing		rle (Two-Weapon Fighting) e (+1 action/rest)
WISDOM	+0 Investiga +2 Medicine		Handaxe Longbow	+2	1d6 slashing 1d8+2 piercing	_	ritical (19-20)
+2 14	 +0 Nature (I ✓ +4 Perceptio +2 Performa 	n (Wis) Lo ver nce (Cha) Pil	Longsword. Melee: +2 (1d8 slashing; versatile (1d10)) Pike. Melee: +2 (1d10 piercing; heavy, reach, two-handed) Handaxe. Melee: +2 (1d6 slashing; light, thrown (range 20/60))			Fey Ancestr Trance	Keen Senses * Fey Ancestry Trance Spell chill touch (at will)
CHARISMA	+2 Persuasion +0 Religion (n (Cha) Ha				Criminal Co	
+2		Hand (Dex) am	ngbow . <i>Rang</i> Imunition (ran Inded)				
14	+2 Survival	(Wis)					
			ATTACKS	& SPELLCA	ASTING		
14	PASSIVE WISDOM (PERCEPT	ION)	0				
longsword, sh Armors All ar Tools dragon	chess set, thieves' tools	s, SP EP	0				
Criminal (Smu	ommon, dwarf, elvish ıggler)		15				
·		GP PP	15 0				

1/7/2019

FEATURES

PROFICIENCIES & LANGUAGES

longbow, leather, forgery kit, poisoner's kit, 20 arrows, backpack, bedroll, mess kit, tinderbox, torch (10), rations/1 day (10), waterskin, rope/hempen 50 feet, crowbar, clothes/common, belt pouch

Equipment weight 108 lb Coins weight 0.15 lb

EQUIPMENT

	99	5.11 ft (M)	230 lb.
Drake the Elf	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR

ALLIES & ORGANIZATIONS

APPEARANCE

Drake and Robs love baby

ADDITIONAL FEATURES

1/7/2019 Character Builder D&D 5

TREASURE

CHARACTER BACKSTORY

SPEL	CASTING CLASS (SPELLCASTING AB	ILITY)	DAILY SPELLS TO PREPARE	SPELLS SAVE DC	SPELLS ATTACK BONUS
0	CANTRIPS	3		6	
SPELL LEVEL SLO	TS SLOTS EXPENDED				
				7	
1					
		4			
				8	
2					
_					
		5		9	
		\cup $$		U	