

Zorrior Blackfrost

CHARACTER NAME

Fighter 3

CLASS & LEVEL

Eladrin (Variant)

RACE

Custom Background

BACKGROUND

ShaxikasDalarhi

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+5

20

CONSTITUTION

+2

14

INTELLIGENCE

+4

18

WISDOM

+2

15

CHARISMA

+2

14

- ☐ +2 Strength
- ☐ +5 Dexterity
- ☐ +4 Constitution
- ☐ +4 Intelligence
- ☐ +2 Wisdom
- ☐ +2 Charisma

Saving Throw Modifiers

Advantage against being charmed

SAVING THROWS

- ☐ +5 Acrobatics DEX
- ☐ +2 Animal Handling WIS
- ☐ +4 Arcana INT
- ☒ +2 Athletics STR
- ☐ +2 Deception CHA
- ☐ +4 History INT
- ☐ +2 Insight WIS
- ☒ +4 Intimidation CHA
- ☐ +4 Investigation INT
- ☐ +2 Medicine WIS
- ☒ +6 Nature INT
- ☒ +4 Perception WIS
- ☐ +2 Performance CHA
- ☐ +2 Persuasion CHA
- ☐ +4 Religion INT
- ☐ +5 Sleight of Hand DEX
- ☐ +5 Stealth DEX
- ☒ +4 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+5

INITIATIVE

ARMOR

16

CLASS

Immunities - Magical Sleep

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

28

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HIT POINTS

Total 3d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Poisoner's Kit

=== LANGUAGES ===

Common, Elvish, Sylvan

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Second Wind • 1 / Short Rest

Once per short rest, you can use a bonus action to regain 1d10 + 3 HP.

=== SPECIAL ===

Action Surge • 1 / Short Rest

You can take one additional action on your turn. This can be used 1 times per short rest.

ACTIONS

14

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

14

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Rapier

+7

1d8+5 Piercing

Martial, Finesse

Scimitar

+7

1d6+5 Slashing

Martial, Finesse, Light

Unarmed Strike

+2

1 Bludgeoning

WEAPON ATTACKS & CANTRIPS



Zorrion Blackfrost

CHARACTER NAME

| | | | | |
|-----------|------------|-------------|--------|-----------------|
| Male | 124 | Medium | 6'0 | 150 |
| GENDER | AGE | SIZE | HEIGHT | WEIGHT |
| Neutral | Naturalist | Ashen, pale | Black | White, straight |
| ALIGNMENT | FAITH | SKIN | EYES | HAIR |

Pale skin, white, shoulder-length hair half down and braided down the back, lean build, black colored eyes that are slanted, 6'0, hooded in a black cloak at all times due to permanent chill

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Bitter, somber, reserved, sharp-witted
I'm willing to listen to every side of an argument before I make my own

PERSONALITY TRAITS

Freedom, survival of the fittest
Knowledge. The path to power and self-improvement is through

IDEALS

None

BONDS

Fiercely independent, can be selfish when it comes to surviving, lashes out when emotional and stressed
I am easily distracted by the promise of information.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

