

Keldric

CHARACTER NAME

Fighter 1

CLASS & LEVEL

Lightfoot Halfling

RACE

Folk Hero

BACKGROUND

Neutral

ALIGNMENT

David

PLAYER NAME

75

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+0

10

CHARISMA

+3

16

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +1 Strength
- ☐ +3 Dexterity
- ☒ +3 Constitution
- ☐ +1 Intelligence
- ☐ +0 Wisdom
- ☐ +3 Charisma

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

25

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

When I set my mind to something, I follow through. Also, I use long words in an attempt to sound smarter.

PERSONALITY TRAITS

Sincerity, It's no good pretending to be something I'm not.

IDEALS

One day, Thundertree will be a prosperous town again. A statue of me will stand in the town square.

BONDS

I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greatsword

+1

2d6-1/s

Longbow

+7

1d8+3/p

Armor: Leather Armor

Shield: None

You can shoot your longbow 150 feet, or up to 600 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

All armor, shields, simple weapons, martial weapons.

Languages:

Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

4

SP

9

EP

0

GP

29

PP

0

Leather armor, longbow, 20 arrows, greatsword, backpack, bedroll, messkit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, carpenter's tools, shovel, iron pot, set of common clothes, pouch

EQUIPMENT

(See Features Page)

--Brave

--Fighting Style (Archery)

--Fighting Style (Select One)**

--Halfling Nimbleness

--Lucky

--Naturally Stealthy

--Rustic Hospitality

--Second Wind

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FEATURES & TRAITS

Features and Magic Items

Keldric

Subclasses

Features

Brave

Source: Race (Halfling)

You have advantage on saving throws against being frightened.

Fighting Style (Archery)

Source: Ranger

You gain a +2 bonus to attack rolls you make with ranged weapons (included in stats on Character Sheet).

Fighting Style (Select One)

Source: Fighter

****Not included in stats on Character Sheet**

Select a Fighting Style by choosing in feature.choices:

archery
defense
dueling
great-weapon fighting
protection
two-weapon fighting

Halfling Nimbleness

Source: Race (Halfling)

You can move through the space of any creature that is of a size larger than yours.

Lucky

Source: Race (Halfling)

When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy

Source: Race (Lightfoot Halfling)

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Rustic Hospitality

Source: Background (Folk Hero)

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.

Second Wind

Source: Fighter

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Magic Items