

Desini Orosco

CHARACTER NAME

Fighter Lvl 12

CLASS & LEVEL

Redeemed Cultist

BACKGROUND

Krissy Disbrow

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

20

DEXTERITY

14

CONSTITUTION

15

INTELLIGENCE

12

WISDOM

10

CHARISMA

13

INSPIRATION

+4

PROFICIENCY BONUS

- +9 Strength
- +2 Dexterity
- +6 Constitution
- +1 Intelligence
- +0 Wisdom
- +1 Charisma

SAVING THROWS

- +2 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +5 Arcana (Int)
- +9 Athletics (Str)
- +1 Deception (Cha)
- +1 History (Int)
- +0 Insight (Wis)
- +5 Intimidation (Cha)
- +1 Investigation (Int)
- +0 Medicine (Wis)
- +1 Nature (Int)
- +0 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +5 Religion (Int)
- +2 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +0 Survival (Wis)

SKILLS

15

ARMOR CLASS

+1

INITIATIVE

30 ft

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 12d10

102 Hitpoints

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Stubborn and full of guilt over the death of her sister and the recent death of her nephew Erik Doorhaus.

PERSONALITY TRAITS

My family is important to me, and I will protect them at all cost. I have repented for past mistakes and am fighting for a cause.

IDEALS

The Grey Companions helped me in my time of need, and I will continue their legacy.

BONDS

My blond spot is that I am slow to trust and once it is broken it can't be regained.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Kadafa

+9

1d10 + 2 + STR

Kadafa 2H

+9

1d12 + 2 + STR

Whip

+6

1d4 slash

Gauntlets of Ogre Power: +2 STR

STR of 22 grants +6 modifier

Dragonscale Armor: Acid Reistent

Adv on saving throw against Frightful

Presence and Breath Weapons of dragons

ATTACKS & SPELLCASTING

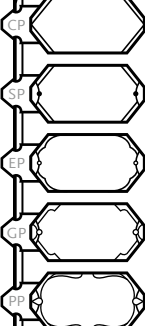
14

PASSIVE WISDOM (PERCEPTION)

Common
Dwarvish
Black Speech

Herbalism Kit

OTHER PROFICIENCIES & LANGUAGES



EQUIPMENT

Great Weapon Fighting

When fighting with with 2H weapons, reroll damage die that are 1 or 2.

Second Wind

After a short/long rest, use a bonus action to regain hitpoints equal to 1d10 + level.

Improved Critical

You score a critical hit on both 19 and 20.

Feat: Great Weapon Master

1) When you score a critical hit or reduce a creature to 0 HP with a melee weapon, you make take an additional melee attack as a bonus action.

2) Before you attack with a heavy melee weapon you are proficient with, you can choose to take a -5 penalty to hit to add 10 to the damage.

Extra Attack

Attack 3 times when using the attack action.

Remarkable Athlete

You can add 1/2 prof bonus to any STR, DEX, or CON check not proficient with. Running long jump distance increased by your STR modifier in feet.

Indomitable

Reroll saving throw once every long rest.

Fighting Style: Defense

Add +1 to armor class when wearing armor.

Feat: Mage Slayer

A spell cast within 5 feet allows a reaction to make a melee weapon attack. Creatures you dmg have disadv on saving throw to maintain spell concentration. You have adv on spell saves cast from within 5 feet.

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

7

PREPARED

5

8

2

5

8

9

SPELLS KNOWN