

# Cailen Thule

Human | Fighter | First Mate | Lawful

## Backstory/Flavor

This job needs to go well. I need the money to support my disabled wife and my two young children.

## Bond

I know that Hadrienne is hiding something. I am her first mate. She should be able to confide in me.

| Str | Dex | Con | Int  | Wis | Cha  | Exp.  |
|-----|-----|-----|------|-----|------|-------|
| 16  | 12  | 14  | 10   | 12  | 10   |       |
| +3  | +1  | +2  | +0   | +1  | +0   |       |
| HP  | AC  | DC  | Init | Spd | HitD | Level |
| 12  | 18  | 13  | +1   | 30  | d10  | 1     |

Inspiration Point: ☐

## Health

Hit dice used (1d10): ☐

Current HP: \_\_\_\_\_ Temporary HP: \_\_\_\_\_

Death Saves: ☒ ☐ ☒ ☐ ☒ ☒ ☒

## Skills

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

## Proficiencies

All armor, all weapons, shields

## Equipment

|                         |                    |
|-------------------------|--------------------|
| _____                   | _____              |
| _____                   | _____              |
| Healing Potion(s): ____ | +2d4 +2 HP, ACTION |

## Weapons

**Longsword** (+5)

1d8 +3 slashing.

**Javelin** (+5) ☐ ☐ ☐

1d6 +3 piercing. Thrown (30/60)

## Special

### Bonus Action

#### Shield Bash

If the target fails a STR save you shove it prone or push it 5 feet away from you. You must be wielding a shield.

#### Second Wind

You regain 1d10 + 1 hp. Once you use this feature, you must finish a short or Long Rest before you can use it again.

### Reaction

#### Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the Attack roll. You must be wielding a Shield.