Vendrel Fokz

Human | Fighter | Medic | Good

Backstory/Flavor

This is my first venture aboard The Firmament. I am terrified that I will lose someone.

Bond

I am worried about Lurreth and Therranel. It is almost like they are trying to get themselves killed.

Str	Dex	**Con**	Int	Wis	Cha		Exp.
12	16	14	10	14	10		
+1	**+3**	**+2**	**+0**	**+2**	**+0**		_____

HP	AC	DC	Init	Spd	HitD		Level
12	16	-	+3	30	d10		1

Inspiration Point: ❏

Health

Hit dice used (1d10): ❏

Current HP: _____ Temporary HP: _____

Death Saves: ✓❏ ✓❏ ✓❏   ✗❏ ✗❏ ✗❏

Skills

		prof?	
Acrobatics	(Dex)	✓	+5
Arcana	(Int)		+0
Athletics	(Str)		+1
Animal Handling	(Wis)		+2
Deception	(Cha)		+0
History	(Int)		+0
Insight	(Wis)	✓	+4
Intimidation	(Cha)		+0
Investigation	(Int)		+0
Medicine	(Wis)	✓	+4
Nature	(Int)		+0
Perception	(Wis)	✓	+4
Performance	(Cha)		+0
Persuasion	(Cha)		+0
Religion	(Int)		+0
Sleight of Hand	(Dex)		+3
Stealth	(Dex)	✓	+5
Survival	(Wis)		+2

Proficiencies

All armor, all weapons, shields, healer's kit

Equipment

_____ _____

_____ _____

Healing Potion(s): ___   +2d4 +2 HP, ACTION

Weapons

Scimitar (+5)
1d6 +3 slashing. Finesse.
Shortsword (+5)
1d6 +3 piercing. Finesse.

Special

Bonus Action
Two-Weapon Fighting
You make an attack with your off-hand weapon.
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.
Action
Healer's Kit ❏ ❏ ❏ ❏ ❏ ❏ ❏ ❏ ❏
An adjacent creature regains 1d6+4 HP. If the creature is dying, they regain consciousness.