

Vendrel Fołz

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)	<input checked="" type="checkbox"/>	+5
Arcana (Int)		+0
Athletics (Str)		+1
Animal Handling (Wis)		+2
Deception (Cha)		+0
History (Int)		+0
Insight (Wis)	<input checked="" type="checkbox"/>	+4
Intimidation (Cha)		+0
Investigation (Int)		+0
Medicine (Wis)	<input checked="" type="checkbox"/>	+4
Nature (Int)		+0
Perception (Wis)	<input checked="" type="checkbox"/>	+4
Performance (Cha)		+0
Persuasion (Cha)		+0
Religion (Int)		+0
Sleight of Hand (Dex)		+3
Stealth (Dex)	<input checked="" type="checkbox"/>	+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 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> An adjacent creature regains 1d6+4 HP. If the creature is dying, they regain consciousness.