



CHARACTER NAME  
**Minotour**

PLAYER  
**Player**

## INFORMATION

PROFESSION

**warrior**

PRIMARY PATH

**Defense**

RACE / ANCESTRY / BACKGROUND

**taurin / Stonegrave / village champion**

## ABILITY SCORES

	MOD	SAVE	TOTAL	ROLL	RACE	MISC
<b>MGT</b>	<b>4</b>	4	18	15	1	2
<b>AGL</b>	<b>2</b>	2	14	14	0	0
<b>END</b>	<b>3</b>	3	17	13	2	2
<b>INT</b>	<b>1</b>	1	12	12	0	0
<b>WIS</b>	<b>1</b>	1	13	11	0	2
<b>CHA</b>	<b>-1</b>	-1	9	10	-1	0

## ATTACK MODIFIERS

MELEE			RANGED		
MGT	MISC	TOTAL	AGL	MISC	TOTAL
4	1	5	2	1	3

## PASSIVE STATS

PERCEPTION (WIS)				INSIGHT (INT)			
BASE	SKILL	MISC	TOTAL	BASE	SKILL	MISC	TOTAL
10	2	0	12	10	1	0	11

## FEATURES & TRAITS

Primal Senses, Horn Attack, Immovable, Stonehide, Soldier's Network
Hold the Line, Read the Threat, Unyielding Focus, Folk Hero
Extra Attack (3)

## TALENTS

TALENT LIST	STORED:	AP:3
Protector, Adrenal Push, Guard, Quick Learner, Athlete, Archery Focus	TP:8	
Alertness, Armor Training, Book Smart, Weapon Mastery, Mobile		
Dual Wielding, Defensive Training, Common Sense		

## COMBAT STATS

DEFENSE				INITIATIVE	WALK SPEED
BASE	AGL	SHIELD	MISC	TOTAL	
9	2		0	11	2
					30
ARMOR HP		HEALTH HP		LIFE POINTS	
CUR	MAX	CUR	MAX	CUR	MAX
0	0	50	50	17	17

## WEAPONS & ATTACKS

ATTACK ACTION	BONUS	DAMAGE	TYPE	RANGE

## SKILLS

T = trained

T	SKILL NAME	ATTR	MOD	RANK	MISC	TOTAL
<input type="checkbox"/>	Acrobatics	AGL	2	0	0	2
<input type="checkbox"/>	Animal Handling	WIS	1	0	0	1
<input checked="" type="checkbox"/>	Appraisal	INT	1	5	0	6
<input type="checkbox"/>	Arcana	INT	1	0	0	1
<input checked="" type="checkbox"/>	Athletics	MGT	3	1	0	4
<input type="checkbox"/>	Crafting	INT	1	0	0	1
<input type="checkbox"/>	Deception	CHA	-1	0	0	-1
<input type="checkbox"/>	Diplomacy	CHA	-1	0	0	-1
<input type="checkbox"/>	History	INT	1	0	0	1
<input type="checkbox"/>	Insight	INT	1	0	0	1
<input checked="" type="checkbox"/>	Intimidation	CHA	-1	2	0	1
<input type="checkbox"/>	Investigation	INT	1	0	0	1
<input type="checkbox"/>	Medicine	INT	1	0	0	1
<input type="checkbox"/>	Nature	INT	1	0	0	1
<input checked="" type="checkbox"/>	Perception	WIS	1	1	0	2
<input type="checkbox"/>	Performance	CHA	-1	0	0	-1
<input checked="" type="checkbox"/>	Persuasion	CHA	-1	1	0	0
<input type="checkbox"/>	Religion	INT	1	0	0	1
<input type="checkbox"/>	Slight of Hand	AGL				
<input type="checkbox"/>	Stealth	AGL	2	0	0	2
<input type="checkbox"/>	Streetwise	INT	1	0	0	1
<input type="checkbox"/>	Survival	WIS	1	0	0	1
<input type="checkbox"/>	Taming	WIS	1	0	0	1

## **ALIGNMENT & REPUTATION**

ALIGNMENT	MOD <b>2</b>	REPUTATION	MOD <b>2</b>
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## PERSONALITY TRAITS

TRAITS	IDEAL
I brag about my deeds, even small ones.	Justice. Everyone deserves fair treatment.
BOND	FLAW
My village is my heart.	I am boastful and arrogant.

ADVANCEMENT

LEVEL	EXPERIENCE (XP)	STORED ADVANCE
<b>5</b>	<b>7000</b>	

## **PROFICIENCIES**

Light	Medium
Simple	Heavy
Martial	Artisan Tool
Whetstone Kit	

LANGUAGES

Common	Tauric
Dwarvish	Ancient Dwarvish
Goblin	

## SPELLCRAFTING

SPELL TN SAVE	ATTACK BONUS	CRAFTING PTS	CASTING
		CUR	MAX
<b>0</b>	<b>0</b>		0
8 + INT Mod	INT Mod		

## EQUIPMENT & INVENTORY

TOTAL WEIGHT	<input type="text"/>
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CURRENCY

CP	BP	SP	GP	PP

**PHYSICAL TRAITS**

HEIGHT <b>10'3"</b>	WEIGHT <b>556 lb</b>	SIZE <b>Medium</b>	AGE <b>104</b>
CREATURE TYPE <b>Humanoid</b>	EYES <b>Blue</b>	SKIN <b>Ruddy</b>	HAIR <b>Red</b>

**FEATURE DEFINITIONS (OVERFLOW)**

<b>Primal Senses:</b> You are proficient in Perception checks and have advantage on Perception checks.
<b>Horn Attack:</b> You are proficient with your horns. You may make an unarmed attack dealing $1d6 + \text{Might modifier}$ piercing damage.
<b>Immovable:</b> You have advantage on checks and saving throws to resist being shoved or knocked prone.
<b>Stonehide:</b> Add your Endurance modifier as temporary hit points. You regain these points after a short rest.
<b>Soldier's Network:</b> You have ties to local fighters, guards, and mercenaries who can offer basic shelter, news, or introductions.
<b>Hold the Line:</b> When a hostile creature you can see moves within 5 ft of you, you may use your Reaction to make a melee attack. On a hit, the creature's speed becomes 0 until the end of your next turn.
<b>Read the Threat:</b> At the start of combat, you may make an Insight check with advantage to identify the most dangerous visible enemy (TN $8+DR$ ). On a success, your first attack against that enemy has advantage.
<b>Unyielding Focus:</b> You have advantage on saves made to resist being knocked prone, disarmed, or shoved.
<b>Folk Hero:</b> Common people will shelter and aid you. You can find a place to hide, rest, or recuperate among commoners, unless you have shown yourself to be a danger to them.
<b>Extra Attack (3):</b> You can attack twice when you take the Attack action (gained at level 3).

**TALENT DEFINITIONS (OVERFLOW)**

<b>Protector:</b> You are the first into danger and the last to fall. Your defensive instincts harden into a physical aura of protection.
Rank 1: When a creature you can see within 5 ft is targeted by an attack, you may use your Reaction to impose disadvantage on the attacker.
Rank 2: Gain +1 Defense Point while wearing armor.
Rank 3: Gain +1 Defense Point (stacks). When you use your Reaction to protect an ally, they also gain +1 Defense until the start of their next turn.
<b>Adrenal Push:</b> Pain fuels your focus. You channel endurance into bursts of unstoppable resolve.
Rank 1: As a Bonus Action once per short rest, gain 5 temporary hit points and advantage on Might saving throws until the start of your next turn.
<b>Guard:</b> You defend your position with unyielding precision, reading the flow of battle and intercepting threats.
Rank 1: Gain +1 to Defense while wielding a shield or two-handed weapon.
<b>Quick Learner:</b> You absorb and apply new knowledge rapidly.
Rank 1: Gain +10% XP.
<b>Athlete:</b> Through practice and conditioning, you excel at physical feats.
Rank 1: Advantage on climbing, jumping, and swimming tests.
<b>Archery Focus:</b> You are a keen-eyed marksman trained in ranged precision.
Rank 1: Gain proficiency with bows and crossbows; ranged attacks ignore half cover.
Rank 2: Ranged Base Attack Bonus increases +1 and ranged weapons deal +2 damage.
<b>Alertness:</b> Your senses are keen, and danger rarely surprises you.
Rank 1: Gain +2 to Initiative and passive Perception.
Rank 2: You cannot be surprised while conscious.
<b>Armor Training:</b> You've trained to move and fight while wearing protective armor.
Rank 1: Proficiency with Light Armor. Wearing light armor no longer reduces your Agility-based skill checks.
<b>Book Smart:</b> Structured reasoning and study sharpen your analysis.
Rank 1: +2 to History and Investigation. When the RM calls for an Investigation check, you automatically roll.
<b>Weapon Mastery:</b> Seamless motion of strikes, counters, and control.
Rank 1: Once per round, make one extra attack (no attack bonus).
<b>Mobile:</b> Swift on your feet and hard to pin down.
Rank 1: +10 ft movement.
<b>Dual Wielding:</b> You've mastered fighting with a weapon in each hand.
Rank 1: Wield a light off-hand weapon without penalty.

**ADDITIONAL OVERFLOW**

## NOTES

