



CHARACTER NAME  
**Minotour**

PLAYER  
**Player**

INFORMATION

PROFESSION  
**warrior**

PRIMARY PATH  
**Defense**

RACE / ANCESTRY / BACKGROUND  
**taurin / Stonegrave / village champion**

COMBAT STATS

DEFENSE					INITIATIVE	WALK SPEED
BASE	AGL	SHIELD	MISC	TOTAL	2	30
9	2		0	11		

ARMOR HP		HEALTH HP		LIFE POINTS	
CUR	MAX	CUR	MAX	CUR	MAX
0	0	50	50	17	17

ABILITY SCORES

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

WEAPONS & ATTACKS

ATTACK ACTION	BONUS	DAMAGE	TYPE	RANGE

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

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

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

## ADVANCEMENT

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

Light	Medium
Simple	Heavy
Martial	Artisan Tool
Whetstone Kit	

## LANGUAGES

Common	Tauric
Dwarvish	Ancient Dwarvish
Goblin	

## SPELLCRAFTING

<p>SPELL TN SAVE</p> <p><b>0</b></p> <p>8 + INT Mod</p>	<p>ATTACK BONUS</p> <p><b>0</b></p> <p>INT Mod</p>	<p>CRAFTING PTS</p> <p>CUR      MAX</p> <p><input type="text"/>      <input type="text" value="0"/></p>	<p>CASTING</p>
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[illegible]

## EQUIPMENT & INVENTORY

[illegible]

TOTAL WEIGHT

## CURRENCY

CP	BP	SP	GP	PP

## PHYSICAL TRAITS

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

Lined area for notes.

