



CHARACTER NAME

Arrow

PLAYER

Chloe

## INFORMATION

PROFESSION

**warrior**

PRIMARY PATH

**Martial**

RACE / ANCESTRY / BACKGROUND

**human / Velari / mercenary**

## ABILITY SCORES

	MOD	SAVE	TOTAL	ROLL	RACE	MISC
<b>MGT</b>	<b>4</b>	4	18	18	0	0
<b>AGL</b>	<b>4</b>	4	18	15	0	3
<b>END</b>	<b>0</b>	0	11	11	0	0
<b>INT</b>	<b>2</b>	2	14	13	1	0
<b>WIS</b>	<b>2</b>	2	14	12	0	2
<b>CHA</b>	<b>-2</b>	-2	7	7	0	0

## ATTACK MODIFIERS

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

## PASSIVE STATS

PERCEPTION (WIS)				INSIGHT (INT)			
BASE	SKILL	MISC	TOTAL	BASE	SKILL	MISC	TOTAL
10	2	0	12	10	3	0	13

## FEATURES &amp; TRAITS

Adaptability, Keen Mind, Soldier's Network, Fluid Motion
Momentum Strike, Focus Within, Mercenary Contacts

## TALENTS

TALENT LIST	STORED:
Martial Arts, Balanced Stance, Master of Martial, Quick Hands	
Vertical Ascension, Alertness, Archery Focus, Armor Training, Athlete	
Common Sense	

## COMBAT STATS

DEFENSE				INITIATIVE		WALK SPEED	
BASE	AGL	SHIELD	MISC	TOTAL			
9	4		0	13	4		30
ARMOR HP				HEALTH HP		LIFE POINTS	
CUR	MAX	CUR	MAX	CUR	MAX	CUR	MAX
0	0	15	15	11	11	11	11

## WEAPONS &amp; ATTACKS

ATTACK ACTION	BONUS	DAMAGE	TYPE	RANGE

## SKILLS T = trained

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

## **ALIGNMENT & REPUTATION**

ALIGNMENT	MOD <b>1</b>	REPUTATION	MOD <b>2</b>
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## PERSONALITY TRAITS

TRAITS	IDEAL
I talk about past battles constantly.	Loyalty. My comrades are my family.
BOND	FLAW
I will never abandon my companions.	I am ruthless to enemies.

ADVANCEMENT

LEVEL	EXPERIENCE (XP)	STORED ADVANCE
<b>2</b>	<b>0</b>	

## **PROFICIENCIES**

Light	Medium
Simple	Heavy
Martial	Artisan Tool
Armorer's Tools	

## LANGUAGES

Common	Elvish
Dwarvish	

## SPELLCRAFTING

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

## EQUIPMENT & INVENTORY

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

CP	BP	SP	GP	PP

**PHYSICAL TRAITS**

HEIGHT	WEIGHT	SIZE	AGE
4'2"	196 lb	Medium	79
CREATURE TYPE	EYES	SKIN	HAIR
Humanoid	Green	Ruddy	Brown

**FEATURE DEFINITIONS (OVERFLOW)**

<b>Adaptability:</b> Gain two additional skill proficiencies of your choice.
<b>Keen Mind:</b> You are proficient in History checks and gain advantage when attempting to recall lore, maps, or spoken words.
<b>Soldier's Network:</b> You have ties to local fighters, guards, and mercenaries who can offer basic shelter, news, or introductions.
<b>Fluid Motion:</b> You may use Agility instead of Might for Melee Attacks and damage rolls with unarmed or finesse weapons.
<b>Momentum Strike:</b> When you take the Disengage action, you may make one unarmed strike as part of that action.
<b>Focus Within:</b> Once per short rest, as a Bonus Action, gain advantage on Agility saving throws until the start of your next turn.
<b>Mercenary Contacts:</b> You know how to find mercenary work and can make contacts in sellsword companies. You can identify mercenary bands by their insignia and know their reputations.

**TALENT DEFINITIONS (OVERFLOW)**

<b>Martial Arts:</b> Through discipline, endurance, and focus, you've turned your body into a living weapon. Each motion becomes a calculated flow of balance, precision, and intent. Rank 1: While unarmored and unshielded, your Armor Points = Agility modifier + Martial Rank. You regain these points after a long rest.
<b>Balanced Stance:</b> You shift your weight with subtle precision, grounding each motion for stability and timing. Rank 1: When you remain in the same space for your entire turn, gain +1 bonus to Defense until the start of your next turn.
<b>Master of Martial:</b> You have achieved the ultimate synthesis of mind, motion, and will. Rank 1: While unarmored, gain +2 Defense and +2 to all saving throws. Your unarmed strike critical range expands to 18–20. You radiate a passive Flow Aura: Enemies that begin their turn within 5 ft of you must make a Wisdom save (TN = 8 + your Agility modifier + your level), if they fail they have disadvantage on attacks against you until the start of their next turn.
<b>Quick Hands:</b> You fight with fluid efficiency, turning reflex into motion and speed into precision. Rank 1: Gain +2 bonus to Acrobatics and Sleight of Hand checks. You may draw or stow one weapon or item as part of any Action or Attack. Gain +1 to Melee Attack Bonus.
<b>Vertical Ascension:</b> Your training allows you to defy gravity for brief moments, using momentum, balance, and precision to scale vertical surfaces with supernatural efficiency. Rank 1: You may move up vertical surfaces for up to 10 feet as part of your movement, but must end your turn on solid ground or fall.
<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>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>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>Athlete:</b> Through practice and conditioning, you excel at physical feats. Rank 1: Advantage on climbing, jumping, and swimming tests.
<b>Common Sense:</b> Grounded intuition helps you spot danger and deception. Rank 1: +2 to Perception and Insight; advantage on Wisdom saves vs. being Charmed or Deceived.

## NOTES

