



CHARACTER NAME

Arrow

PLAYER

Chloe

INFORMATION

PROFESSION

warrior

PRIMARY PATH

Martial

RACE / ANCESTRY / BACKGROUND

human / Velari / mercenary

COMBAT STATS

DEFENSE					INITIATIVE	WALK SPEED
BASE	AGL	SHIELD	MISC	TOTAL	4	30
9	4		0	13		

ARMOR HP		HEALTH HP		LIFE POINTS	
CUR	MAX	CUR	MAX	CUR	MAX
0	0	15	15	11	11

ABILITY SCORES

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

WEAPONS & 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

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 & TRAITS

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

TALENTS

TALENT LIST	STORED: <input type="checkbox"/>
Martial Arts, Balanced Stance, Master of Martial, Quick Hands	
Vertical Ascension, Alertness, Archery Focus, Armor Training, Athlete	
Common Sense	

ALIGNMENT & REPUTATION

ALIGNMENT	MOD 1	REPUTATION	MOD 2
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PERSONALITY TRAITS

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

ADVANCEMENT

LEVEL 2	EXPERIENCE (XP) 0	STORED ADVANCE
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PROFICIENCIES

Light	Medium
Simple	Heavy
Martial	Artisan Tool
Armorer's Tools	

LANGUAGES

Common	Elvish
Dwarvish	

SPELLCRAFTING

SPELL TN SAVE	ATTACK BONUS	CRAFTING PTS		CASTING
		CUR	MAX	
0	0		0	
8 + INT Mod	INT Mod			

[illegible]

EQUIPMENT & INVENTORY

[illegible]

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)

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

<p>Martial Arts: 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.</p> <p>Rank 1: While unarmored and unshielded, your Armor Points = Agility modifier + Martial Rank. You regain these points after a long rest.</p>
<p>Balanced Stance: You shift your weight with subtle precision, grounding each motion for stability and timing.</p> <p>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.</p>
<p>Master of Martial: You have achieved the ultimate synthesis of mind, motion, and will.</p> <p>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.</p>
<p>Quick Hands: You fight with fluid efficiency, turning reflex into motion and speed into precision.</p> <p>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.</p>
<p>Vertical Ascension: Your training allows you to defy gravity for brief moments, using momentum, balance, and precision to scale vertical surfaces with supernatural efficiency.</p> <p>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.</p>
<p>Alertness: Your senses are keen, and danger rarely surprises you.</p> <p>Rank 1: Gain +2 to Initiative and passive Perception.</p> <p>Rank 2: You cannot be surprised while conscious.</p>
<p>Archery Focus: You are a keen-eyed marksman trained in ranged precision.</p> <p>Rank 1: Gain proficiency with bows and crossbows; ranged attacks ignore half cover.</p> <p>Rank 2: Ranged Base Attack Bonus increases +1 and ranged weapons deal +2 damage.</p>
<p>Armor Training: You've trained to move and fight while wearing protective armor.</p> <p>Rank 1: Proficiency with Light Armor. Wearing light armor no longer reduces your Agility-based skill checks.</p>
<p>Athlete: Through practice and conditioning, you excel at physical feats.</p> <p>Rank 1: Advantage on climbing, jumping, and swimming tests.</p>
<p>Common Sense: Grounded intuition helps you spot danger and deception.</p> <p>Rank 1: +2 to Perception and Insight; advantage on Wisdom saves vs. being Charmed or Deceived.</p>

NOTES

Lined area for notes.

