



CHARACTER NAME

Orith

PLAYER

Jeric

## INFORMATION

## PROFESSION

warrior

## PRIMARY PATH

Mystic

## RACE / ANCESTRY / BACKGROUND

human / Thalven / devotee

## ABILITY SCORES

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

## ATTACK MODIFIERS

MELEE			RANGED		
MGT	MISC	TOTAL	AGL	MISC	TOTAL
2	0	2	1	2	3

## PASSIVE STATS

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

## FEATURES &amp; TRAITS

Adaptability, Waveborn, Soldier's Network, Soldier's Network
Arcane Initiate, Spell Attunement, Flow of Thought
Shelter of the Faithful

## TALENTS

TALENT LIST	STORED:

## COMBAT STATS

DEFENSE				INITIATIVE		WALK SPEED	
BASE	AGL	SHIELD	MISC	TOTAL			
9	1		0	10	1	30	
ARMOR HP				HEALTH HP		LIFE POINTS	
CUR	MAX	CUR	MAX	CUR	MAX	CUR	MAX
0	0	11	11	12	12	12	12

## WEAPONS &amp; ATTACKS

ATTACK ACTION	BONUS	DAMAGE	TYPE	RANGE

## SKILLS T = trained

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

## **ALIGNMENT & REPUTATION**

ALIGNMENT	MOD <b>2</b>	REPUTATION	MOD <b>3</b>
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## PERSONALITY TRAITS

TRAITS	IDEAL
I speak in parables and symbols.	Charity. I must help those in need.
BOND	FLAW
I owe my life to a priest who took me in.	My piety sometimes leads to rigid thinking.

ADVANCEMENT

LEVEL	EXPERIENCE (XP)	STORED ADVANCE
<b>1</b>	<b>0</b>	

## PROFICIENCIES

Light	Medium
Simple	Heavy
Martial	Gaming set
Whetstone kit	Drill-sergeant whistle

LANGUAGES

Common	Tauric
Orcish	Elvish

## SPELLCRAFTING

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

## EQUIPMENT & INVENTORY

- Symbol of faith
- Ritual book or prayer beads
- Common clothes
- 10 bronze

#### TOTAL WEIGHT

CURRENCY

CP	BP	SP	GP	PP

**PHYSICAL TRAITS**

HEIGHT	WEIGHT	SIZE	AGE
CREATURE TYPE	EYES	<b>Medium</b>	SKIN
<b>Humanoid</b>			HAIR

**FEATURE DEFINITIONS (OVERFLOW)**

<b>Adaptability:</b> Gain two additional skill proficiencies of your choice.
<b>Waveborn:</b> You gain a swimming speed equal to your walking speed. You are proficient with water vehicles.
<b>Soldier's Network:</b> You have ties to local fighters, guards, and mercenaries who can offer basic shelter, news, or introductions.
<b>Soldier's Network:</b> You have ties to local fighters, guards, and mercenaries who can offer basic shelter, news, or introductions.
<b>Arcane Initiate:</b> You gain a Spellcrafting Book, an arcane focus, and basic training in shaping magical energy.
<b>Spell Attunement:</b> Your Spell Attack modifier equals your Intellect modifier. Your Spell Save TN equals 8 + your Intellect modifier.
<b>Flow of Thought:</b> Once per short rest, as a Bonus Action, you gain advantage on Intellect saving throws until the start of your next turn.
<b>Shelter of the Faithful:</b> You command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your companions can expect free healing and care at temples of your faith, though you must provide material components for spells.

**TALENT DEFINITIONS (OVERFLOW)**


**ADDITIONAL OVERFLOW**


## NOTES

