



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	10	13	16	16

ABILITY SCORES

	MOD	SAVE	TOTAL	ROLL	RACE	MISC
MGT	3	3	16	15	1	0
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

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	1	0	2
<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	1	0	0
<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

ATTACK MODIFIERS

MELEE			RANGED		
MGT	MISC	TOTAL	AGL	MISC	TOTAL
3	1	4	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

TALENTS

TALENT LIST	STORED: <input type="text"/>
Protector, Adrenal Push, Guard	

ALIGNMENT & REPUTATION

ALIGNMENT	MOD 2	REPUTATION	MOD 2
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PERSONALITY TRAITS

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

ADVANCEMENT

LEVEL 1	EXPERIENCE (XP) 0	STORED ADVANCE
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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	
0	0		0	
8 + INT Mod	INT Mod			

[illegible]

EQUIPMENT & INVENTORY

[illegible]

CURRENCY

CP	BP	SP	GP	PP

PHYSICAL TRAITS

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

FEATURE DEFINITIONS (OVERFLOW)

Primal Senses: You are proficient in Perception checks and have advantage on Perception checks.
Horn Attack: You are proficient with your horns. You may make an unarmed attack dealing 1d6 + Might modifier piercing damage.
Immovable: You have advantage on checks and saving throws to resist being shoved or knocked prone.
Stonehide: Add your Endurance modifier as temporary hit points. You regain these points after a short rest.
Soldier's Network: You have ties to local fighters, guards, and mercenaries who can offer basic shelter, news, or introductions.
Hold the Line: 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.
Read the Threat: 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.
Unyielding Focus: You have advantage on saves made to resist being knocked prone, disarmed, or shoved.
Folk Hero: 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.

TALENT DEFINITIONS (OVERFLOW)

Protector: 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.
Adrenal Push: 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.
Guard: 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.

ADDITIONAL OVERFLOW

NOTES

Lined area for notes.

