





Daniel Joe, Son of Mama (Fifteen)

CHARACTER NAME

AGEHEIGHTWEIGHTDISTINGUISHING MARKS

EYESSKINHAIRSCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

Makeshift Meals. You know how to purify food and rations found in the ruins. When you take a short rest, you prepare a meal for a number of creatures equal to your survival bonus. Creatures who consume the food regain hit points. Once they do, they can't regain hit points from another one of your meals until they finish a long rest.

Makeshift Meal

These are field rations you've learned to prepare as a soldier. In combat, you can use a bonus action to consume the makeshift meal to restore 1d4 + your survival modifier.

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CPSP

EPGP

PP

MAGIC ITEMS

Attuned

Name

Name

Name

Name

Name

Attuned

Attuned

Attuned

Attuned

BACKPACK/STORAGE

Backpack

Chain mail

Climber's kit

Clothes, common

Cook's Utensils

Crowbar

Hammer

Piton x10

Rations (1 day) x5

Rope, hempen

Shield

Shovel

Tinderbox

Torch x10

Waterskin