



Bor

Damaran

Character name

4

1

13

Strength

1

12

Dexterity

0

11

Constitution

2

14

Intelligence

3

16

Wisdom

3

16

Charisma

Proficiency Bonus

Saving Throws

☒

5

Strength

☐

1

Dexterity

☒

4

Constitution

☐

2

Intelligence

☐

3

Wisdom

☐

3

Charisma

Skills

☒

5

Acrobatics (Dex)

☒

7

Animal Handling (Wis)

☐

2

Arcana (Int)

☐

1

Athletics (Str)

☐

3

Deception (Cha)

☒

6

History (Int)

☐

3

Insight (Wis)

☐

3

Intimidation (Cha)

☐

2

Investigation (Int)

☐

3

Medicine (Wis)

☐

2

Nature (Int)

☐

3

Perception (Wis)

☐

3

Performance (Cha)

☒

7

Persuasion (Cha)

☐

2

Religion (Int)

☐

1

Sleight of Hand (Dex)

☐

1

Stealth (Dex)

☐

3

Survival (Wis)

Other Proficiencies and Languages

All armor,shields,simple weapons,martial weapons,playing cards

Languages

Common, Draconic, Dwarfish

Human

Musko

Fighter

Lawful Neutral

Noble

Race

Gender

Class

Alligment

Background

Elon

Tusk

55555

9

Player name

Last name

XP

Level

11

1

30 feet

Armor Class

Initiative

Speed

Current Hit Points

Hit Point Maximum

18

Temporary Hit Points

12

Hit Dice

Death Saves

Total

Successes

Failures

1d12,1d8

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Attacks and Spellcasting

Name	Atk Bonus	Damage/Type
GreatAxe	+5	1d12+ 3 slashing
Javelin	+5	1d6 +3 piercing
Sickle	+5	1d10 +3 piercing

Yuo can throw a javelin 30 feet,or up to 120 feet with disadvantage on the attack roll.

13

Passive Wisdom(Perception)

Equipment

CP

500

Chain Mail , GreatAxe , Padded , Pike , Rifle,Automatic , Lyre , Sickle ,

SP

250

EP

1953

GP

240

PP

20

Personality Traits

My flattery makes those I talk to feelwonderful and important.

Ideals

Responsibility. It's the duty of a noble to protect the common people, not bully them.

Bonds

My greataxe is a family heirloom, and it's by far my most precious possession.

Flaws

I have a hard time resisting the allure of wealth, especially gold.

Features and Traits

Second Wind. You have a limited well of stamina you can draw on to protect yourself from harm. You can use a bonus action to regain hit points equal to 1d10 + your fighterlevel. Once you use this feature, you must finish a short or long rest before you can use it again.

Fighting Style (Defense). While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

Position of Privilege.Thanks to your noble birth,people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are.The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.