

Ulylan

CHARACTER NAME

Level 2 Duergar Fighter
CHARACTER LEVEL, RACE, & CLASS

300
EXPERIENCE

Haunted One
BACKGROUND

Neutral
ALIGNMENT DEITY

Justin
PLAYER NAME

STRENGTH

12

+1

DEXTERITY

16

+3

CONSTITUTION

13

+1

INTELLIGENCE

16

+3

WISDOM

10

+0

CHARISMA

8

-1

PROFICIENCY BONUS

+2

- ☒ +3 Strength
- ☐ +3 Dexterity
- ☒ +3 Constitution
- ☐ +3 Intelligence
- ☐ +0 Wisdom
- ☐ -1 Charisma

CONDITIONAL

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +3 History (Int)
- ☐ +0 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +3 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☒ +2 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☒ +2 Survival (Wis)

SKILLS

12

PASSIVE PERCEPTION

ARMOR

Unarmored (13)

SHIELD

13

AC

ARMOR CLASS

MAXIMUM

15

HIT DICE

2d10

TEMPORARY

CURRENT HIT POINTS

SPEED

30ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

Darkvision

INSPIRATION

EXHAUSTION

Resistances. Poison

SPEED, SENSES, & CONDITIONS

Humanoid. Your creature type is Humanoid. You are also considered a dwarf for any prerequisite or effect that requires you to be a dwarf.

Dwarven Resilience. You have advantage on saving throws you make to avoid or end the poisoned condition on yourself. You also have resistance to poison damage.

Psionic Fortitude. You have advantage on saving throws you make to avoid or end the charmed or stunned condition on yourself.

RACIAL TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Fighting Style.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Second Wind (Bonus Action—1/Short Rest). You regain 1d10+2 hp.

Action Surge (1/Short Rest). On your turn, you can take one additional action on top of your regular action.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. —

Languages. Common, Dwarvish, Undercommon, Primordial

PROFICIENCIES & LANGUAGES

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING



Ulylan

CHARACTER NAME

Male	33	4'4"	152lbs
GENDER	AGE	HEIGHT	WEIGHT
Green	Pale	Long	
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

I don't talk about the thing that torments me. I'd rather not burden others with my curse. I expect danger around every corner.

IDEAL

I like to know my enemy's capabilities and weaknesses before rushing into battle. (Lawful)

BOND

There's evil in me, I can feel it. It must never be set free.

FLAW

I feel no compassion for the dead. They're the lucky ones.

BACKGROUND STORY

Underdark Experience

You are no casual visitor to the Underdark, but instead have spent considerable time there learning its ways. You are familiar with the various races, civilizations, and settlements of the Underdark, as well as its major routes for travel. If you fail an Intelligence check to recall some piece of Underdark lore, you know a source you can consult for the answer unless the DM rules that the lore is unknown.

BACKGROUND FEATURE

A gold coin minted in a fallen civilization

TRINKET

ADDITIONAL FEATURES

[illegible]

QUEST ITEMS & TRINKETS