

# Ari Strongbow

CHARACTER NAME

**Fighter 1**  
Class & Level

**Half-elf**  
Race

**Folk hero**  
Background

**Neutral good**  
Alignment

**Summer**  
Player Name

Experience Points

*Don't forgive. Don't forget.*

Personality Traits

*I will have vengeance for my brother's murder and the betrayal that caused it.*

Ideals

*You aren't worth the cost of the arrows it would take to kill you.*

Bond

*I'm kind of a drama bomb.*

Flaws

**STRENGTH**  
**+2**  
14

**DEXTERITY**  
**+3**  
16

**CONSTITUTION**  
**+2**  
14

**INTELLIGENCE**  
**+0**  
10

**WISDOM**  
**+1**  
12

**CHARISMA**  
**0**  
10

**INSPIRATION**

**PROFICIENCY BONUS**  
**+2**

☒ +4 Strength  
☐ +3 Dexterity  
☒ +4 Constitution  
☐ +0 Intelligence  
☐ +1 Wisdom  
☐ -1 Charisma

**SAVING THROWS**

☐ +3 Acrobatics (Dex)  
☒ +3 Animal Handling (Wis)  
☐ +0 Arcana (Int)  
☒ +4 Athletics (Str)  
☐ -1 Deception (Cha)  
☒ +2 History (Int)  
☐ +1 Insight (Wis)  
☐ -1 Intimidation (Cha)  
☐ +0 Investigation (Int)  
☐ +1 Medicine (Wis)  
☒ +2 Nature (Int)  
☒ +3 Perception (Wis)  
☐ -1 Performance (Cha)  
☐ -1 Persuasion (Cha)  
☐ +0 Religion (Int)  
☐ +3 Sleight of Hand (Dex)  
☐ +3 Stealth (Dex)  
☒ +3 Survival (Wis)

**SKILLS**

**14**  
ARMOR CLASS

**+3**  
INITIATIVE

**30 Feet**  
SPEED

Hit Point Maximum **12**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1d10**

HIT DICE

SUCCESSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

DEATH SAVES

**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 fighter level.

Once you use this feature, you must take a short or long rest before you can use it again.

**Fighting Style (Archery).** You gain a +2 bonus to attack rolls you make with ranged weapons. This bonus is already included in your attack with your longbow.

**Rustic Hospitality.** Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They shield you from the law or anyone else searching for you, though they will not risk their lives for you.

**Darkvision.** You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put to sleep.

**FEATURES & TRAITS**

NAME	ATK BONUS	DAMAGE/TYPE
Longbow*	+7	1d8 + 3 piercing
Longsword**	+4	1d8 + 2 slashing

\*You can shoot your longbow 150 feet, or up to 600 feet with disadvantage on the attack roll.

\*\*Versatile. Does 1d10 damage if used two-handed.

**ATTACKS & SPELLCASTING**

**13** **PASSIVE WISDOM (PERCEPTION)**

**Proficiencies.** All armor, shields, simple weapons, martial weapons, carpenter's tools, vehicles (land)

**Languages.** Common, Elvish, Goblin

**OTHER PROFICIENCIES & LANGUAGES**

CP

SP

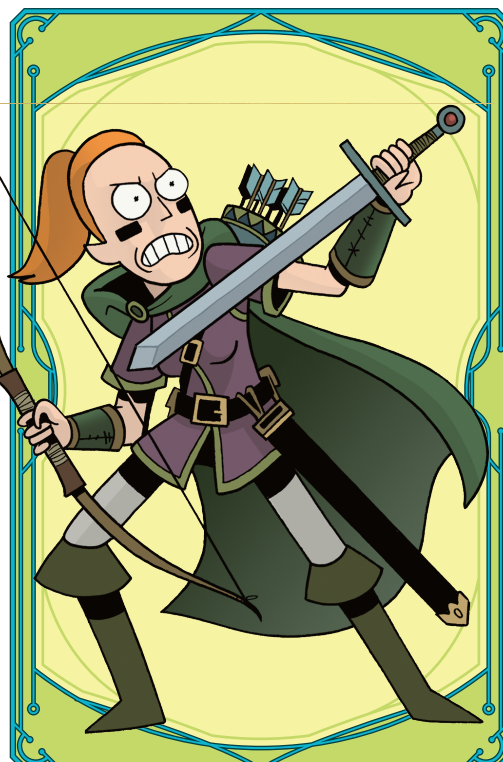
EP

GP **10**

PP

Leather armor, longbow, 20 arrows, longsword, backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, carpenter's tools, shovel, iron pot, set of common clothes, pouch

**EQUIPMENT**



## HALF-ELF

Walking in two worlds but truly belonging to neither, half-elves combine what some say are the best qualities of their elf and human parents: human curiosity, inventiveness, and ambition tempered by the refined senses, love of nature, and artistic tastes of the elves. Some half-elves live among humans, set apart by their emotional and physical differences, watching friends and loved ones age while time barely touches them. Others live with the elves, growing restless as they reach adulthood in the timeless elven realms, while their peers continue to live as children. Many half-elves, unable to fit into either society, choose lives of solitary wandering or join with other misfits and outcasts in the adventuring life.

## FIGHTER

Fighters are the most diverse class of characters in the worlds of DUNGEONS & DRAGONS. Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings—as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

## GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add  $1d10 + 2$  to your hit point maximum.

### 2ND LEVEL: 300 XP

**Action Surge.** You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again.

### 3RD LEVEL: 900 XP

**Improved Critical.** Your weapon attacks score a critical hit on a roll of 19 or 20.

### 4TH LEVEL: 2,700 XP

**Ability Score Improvement.** Your Dexterity increases to 18, which has the following effects:

- Your Dexterity modifier becomes +4.
- Your attack bonus and your damage for Dexterity-based attacks, such as your longbow, increase by 1.
- Your modifier to Dexterity saving throws increases by 1.
- Your modifier to Dexterity-based skills increases by 1.
- While you wear light or no armor, your Armor Class increases by 1.
- Your initiative increases by 1.

### 5TH LEVEL: 6,500 XP

**Extra Attack.** Whenever you take the Attack action on your turn, you can make two attacks, instead of one, as part of taking that action.

**Proficiency Bonus.** Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

## IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.