

Zark Gordain

CHARACTER NAME

Level 1 Fighter

CLASS & LEVEL

Sage

BACKGROUND

PLAYER NAME

Human (Variant)

RACE

Chaotic Good

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

8

-1

CONSTITUTION

14

+2

INTELLIGENCE

14

+2

WISDOM

12

+1

CHARISMA

10

0

INSPIRATION

+2

PROFICIENCY BONUS

- SAVING THROWS
- +5 Strength
  - Dexterity
  - +4 Constitution
  - Intelligence
  - Wisdom
  - Charisma

- SKILLS
- Acrobatics (Dex)
  - Animal Handling (Wis)
  - +4 Arcana (Int)
  - +5 Athletics (Str)
  - Deception (Cha)
  - +4 History (Int)
  - +3 Insight (Wis)
  - Intimidation (Cha)
  - Investigation (Int)
  - Medicine (Wis)
  - Nature (Int)
  - +3 Perception (Wis)
  - Performance (Cha)
  - Persuasion (Cha)
  - Religion (Int)
  - Sleight of Hand (Dex)
  - Stealth (Dex)
  - Survival (Wis)

19

ARMOR CLASS

-1

INITIATIVE

30

SPEED

Hit Point Maximum

12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

1d10

HIT DICE

SUCCESSES

○ ○ ○

FAILURES

○ ○ ○

DEATH SAVES

I'm willing to listen to every side of an argument before I make my own judgment

PERSONALITY TRAITS

No Limits. Nothing should fetter the infinite possibility inherent in all existence

IDEALS

I have an ancient text that holds terrible secrets that must not fall into the wrong hands

BONDS

I am easily distracted by the promise of information

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longswrd

+5

1d8 + 3 S

Hand Axe

+5

1d6 + 3 S

Hand Axe 20'/60' Thrown

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Common - Giant - Elf - Draconic

OTHER PROFICIENCIES & LANGUAGES

CP

Chain Mail Shield

SP

Explorer's Pack

EP

Black ink, quill, small knife, common clothes

GP

10

Letter from a dead colleague posing a question I have not been able to answer

PP

EQUIPMENT

Feat: Shield Master

- If Attack, can Bonus Action to try shove creature within 5'
  - Add shields AC bonus to DEX Save against a spell or harmful effect that only targets me
  - If subjected to effect that allows me to make DEX Save to take 1/2 Damage - use Reaction to take no damage if succeed on SAVE.
- Interposing shield betwn self and the source of effect.

Defense Fighting Style  
+1 to AC while wearing Armor

Second Wind

- Bonus action to regain HP equal to 1d10 + Fighter Level.
- Can use 1 per short/long rest

FEATURES & TRAITS



20	5' 10	185
AGE	HEIGHT	WEIGHT
Blue	Fair	Black
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

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SYMBOL

CHARACTER BACKSTORY

Sage Background - Scribe  
 - If cannot learn or recall a piece of lore, know where to obtain it

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Lined area for cantrip details

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

PREPARED SPELL NAME

2

Lined area for spell details

3

Lined area for spell details

4

Lined area for spell details

5

Lined area for spell details

6

Lined area for spell details

7

Lined area for spell details

8

Lined area for spell details

9

Lined area for spell details

SPELLS KNOWN