

Zark Gordain

CHARACTER NAME

Level 2 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

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

SAVING THROWS

- 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)

SKILLS

19

ARMOR CLASS

-1

INITIATIVE

30

SPEED

Hit Point Maximum

20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

2d10

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

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

Action Surge

- One additional Action on your turn. 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

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 level 2 spells

3

Lined area for level 3 spells

4

Lined area for level 4 spells

5

Lined area for level 5 spells

6

Lined area for level 6 spells

7

Lined area for level 7 spells

8

Lined area for level 8 spells

9

Lined area for level 9 spells

SPELLS KNOWN