

Grey

CHARACTER NAME

Level 1 Fighter

CLASS & LEVEL

Earth Genasi

RACE

Outlander

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

12

+1

CONSTITUTION

16

+3

INTELLIGENCE

8

-1

WISDOM

13

+1

CHARISMA

10

+1

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- +5 Athletics (Str)
- Deception (Cha)
- 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)
- DIS Stealth (Dex)
- +3 Survival (Wis)

SKILLS

16

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum

13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1d10

HIT DICE

SUCCESSES

○ ○ ○ ○

FAILURES

○ ○ ○ ○

DEATH SAVES

I watch over my friends as if they were a litter of newborn pups

PERSONALITY TRAITS

It is each person's responsibility to make the most happiness for the whole tribe

IDEALS

I suffer awful visions of a coming disaster and will do anything to prevent it.

BONDS

There's no room for caution in a life lived to the fullest.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Maul

+5

2d6 + 3 B

Greatsword

+5

2d6 + 3 S

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Common - Primordial

Musical Instrument: Piano

OTHER PROFICIENCIES & LANGUAGES

CP

Chain Mail

SP

Hunting trap

EP

Trophy animal

GP

10

Traveler's Clothes

PP

EQUIPMENT

FEATURES & TRAITS



22	5'9	210
AGE	HEIGHT	WEIGHT
Black	Grey	Black
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Outlander Background:
 Excellent memory of maps and geography. Can always recall general layout of terrain, settlements and other features around you.

Can find food and fresh water for yourself and up to five other people each day if the land offers this.

Bounty Hunter

CHARACTER BACKSTORY

Earth Genasi Abilities:

Earth Walk: Move across difficult terrain of earth and stone without expending extra movement.

Cast Pass without Trace once per day.
 Action. Concentration. 1 hour
 - a veil of shadows and silents radiates from you, masking you and companions from detection. Each creature you choose within 30 ft has a +10 bonus to DEX (Stealth) and can't be tracked except by magical means. A creature receiving this bonus leaves no tracks behind or sings of passage.

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Lined area for writing cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED

SPELL NAME

Lined area for writing spells at level 1, with checkboxes for prepared status

2

Lined area for writing spells at level 2

3

Lined area for writing spells at level 3

4

Lined area for writing spells at level 4

5

Lined area for writing spells at level 5

6

Lined area for writing spells at level 6

7

Lined area for writing spells at level 7

8

Lined area for writing spells at level 8

9

Lined area for writing spells at level 9

SPELLS KNOWN