

Kendrix

CHARACTER NAME (HE/SHE/THEY)

CLASS **Fighter** LEVEL **3** EXPERIENCE **900** RACE **High Elf**ALIGNMENT **Neutral Good** BACKGROUND **Soldier** PLAYER NAME

STRENGTH

15

+2

DEXTERITY

15

+2

CONSTITUTION

14

+2

INTELLIGENCE

11

+0

WISDOM

9

-1

CHARISMA

12

+1

SAVING THROWS

- ☒ +4 STRENGTH
- ☐ +2 DEXTERITY
- ☒ +4 CONSTITUTION
- ☐ +0 INTELLIGENCE
- ☐ -1 WISDOM
- ☐ +1 CHARISMA

SKILLS

- ☒ +4 ACROBATICS (DEX)
- ☐ -1 ANIMAL HANDLING (WIS)
- ☐ +0 ARCANA (INT)
- ☒ +4 ATHLETICS (STR)
- ☐ +1 DECEPTION (CHA)
- ☐ +0 HISTORY (INT)
- ☐ -1 INSIGHT (WIS)
- ☒ +3 INTIMIDATION (CHA)
- ☐ +0 INVESTIGATION (INT)
- ☐ -1 MEDICINE (WIS)
- ☐ +0 NATURE (INT)
- ☒ +1 PERCEPTION (WIS)
- ☐ +1 PERFORMANCE (CHA)
- ☐ +1 PERSUASION (CHA)
- ☐ +0 RELIGION (INT)
- ☐ +2 SLEIGHT OF HAND (DEX)
- ☒ +4 STEALTH (DEX)
- ☐ -1 SURVIVAL (WIS)

1

INSPIRATION

+2

PROFICIENCY
BONUS

11

PASSIVE
PERCEPTION

+2

INITIATIVE

30

SPEED

ARMOUR CLASS

18

28

(3d10)

MAXIMUM HIT POINTS

CURRENT HIT POINTS

TEMPORARY HIT POINTS

DEATH
SAVES

SUCCESS FAILURE

ATTACKS & SPELLCASTING

NAME	BONUS	DAMAGE
Longsword +1	+5	1d8 + 3

(1d10+2 damage if used two-handed.)

Dagger	+4	1d4 + 2
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Fire Bolt Cantrip. Ranged Spell Attack:

+2 to hit, one creature or object within 120 ft. range. *Hit:* 1d10 fire damage and unattended flammable objects catch fire.

COIN

PLATINUM

GOLD 10

ELECTRUM

SILVER 47

COPPER 11

OTHER PROFICIENCIES & LANGUAGES

Proficiencies: light armor, medium armor, heavy armor, shields, simple weapons, martial weapons, longbow, longsword, shortbow, shortsword, gaming set (dice set), vehicles (land craft)

Languages: Common, Elvish, Celestial

SPECIAL FEATURES & TRAITS

Special features: Fighting Style:

Duelling, Second Wind, Action Surge, Improved Critical (crit on 19 or 20, Darkvision (60 feet), Keen Senses, Fey Ancestry

Traits: I am extremely confident in my own abilities, and I always do whatever I can to instill confidence in other people.

IDEALS

Mastery. I aspire to be the absolute best at what I do – no matter the cost.

BONDS

I step up to protect those who are unable to protect themselves.

FLAWS

I am easily distracted by beauty.



CHARACTER BACKSTORY

OTHER PLAYERS

ADVENTURING GEAR

Luxurious but well-used dice set

Leather belt pouch

Set of red and white fine clothes

An insignia of rank (lieutenant)

A trophy taken from fallen enemy (a sharp barb from a small fiend)

A dried flower given to me by someone whose life I once saved.

MAGICAL ITEMS & POTIONS

Longsword +1

Potion of Growth

FRIENDS, ALLIES & ENEMIES

WEAPONS

Longsword

Dagger

ARMOUR & SHIELDS

Chain mail armor

Shield



TRAVEL RATIONS

Kendrix

CHARACTER NAME (HE/SHE/THEY)

CANTRIPS

Fire Bolt

Int

SPELLCASTING
ABILITY

10

SPELL SAVE DC

+0

SPELL ATTACK
BONUS

LEVEL 3

SLOTS TOTAL

EXPENDED

LEVEL 6

SLOTS TOTAL

EXPENDED

LEVEL 1

SLOTS TOTAL

EXPENDED

LEVEL 4

SLOTS TOTAL

EXPENDED

LEVEL 7

SLOTS TOTAL

EXPENDED

LEVEL 2

SLOTS TOTAL

EXPENDED

LEVEL 5

SLOTS TOTAL

EXPENDED

LEVEL 8

SLOTS TOTAL

EXPENDED

LEVEL 9

SLOTS TOTAL

EXPENDED

