

Hero Rofocale

CHARACTER NAME

Fighter/Champion 1

CLASS & LEVEL

Half-Elf

RACE

Criminal

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

9

-1

CONSTITUTION

10

0

INTELLIGENCE

13

+1

WISDOM

16

+3

CHARISMA

13

+1

INSPIRATION

+2

PROFICIENCY BONUS

- +4 Strength
- 1 Dexterity
- +2 Constitution
- +1 Intelligence
- +3 Wisdom
- +1 Charisma

SAVING THROWS

- 1 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +1 Arcana (Int)
- +2 Athletics (Str)
- +3 Deception (Cha)
- +3 History (Int)
- +3 Insight (Wis)
- +1 Intimidation (Cha)
- +1 Investigation (Int)
- +3 Medicine (Wis)
- +3 Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +1 Religion (Int)
- 1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +5 Survival (Wis)

SKILLS

20

ARMOR CLASS

-1

INITIATIVE

30

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I blow up at the slightest insult.

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)

IDEALS

Something important was taken from me, and I aim to steal it back.

BONDS

If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Shortsword +4 1d6 +2 piercing

Greatsword +4 2d6 +2 slashing

ATTACKS & SPELLCASTING

Fighting Style: Defense. While you are wearing armor, you gain a +1 bonus to AC.

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

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

Second Wind. You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

13

PASSIVE WISDOM (PERCEPTION)

Languages. Common, Elvish

Weapon. Simple, Martial

Armor. Light, Medium, Heavy, Shields

Tools. Flute, Thieves tools, Calligraphers supplies

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



Hero Rofocale

CHARACTER NAME

27

AGE

6'3"

HEIGHT

205 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

Hero is half-elf that has no tongue in his mouth and loves the color green. His father was a great wizard and his mother was a He was kidnapped at a young age, almost sacrificed to a great and powerful dark God. He escaped and lived in the woods for a few days before stumbling into a major city, where he lived off of the charity of others. Hero stole books and learned caligraphy to communicate with others. To this day, he cannot make more than a few sounds and has studied caligraphy so much that his natural writing is quite beautiful. If somebody insults him, he has a tendency to blow up at them and will shake with anger until they give in or confront him back. If his first attempts at standing up for himself are unsuccessful, he will likely fold and become even more introverted, as he has severe social anxiety. Hero feels the need to defend his honor as his missing tongue stereotypes him as a lying coward, which is a personal attack on his beliefs. Hero also will withdraw when facing huge crowds as the thought of not being in control of the situation overwhelms him and will cause a panic attack. In combat however, Hero does not seem to have this flaw as he is confident in his blade. Physically, he is quite tall and thin with deceptively strong muscles. He wears his blonde hair tied up usually, but his blonde bangs often dangle freely and cover his face in combat. He also keeps an unkempt beard to boost his self confidence as he is self-conscious of his disability. The most striking thing is his pair of bright blue eyes that seem to glow in low light.

ADDITIONAL FEATURES & TRAITS

TREASURE

