

Elsa Von Winegarten

CHARACTER NAME

Fighter (5)

CLASS & LEVEL

Human/Chondathan

RACE

Noble

BACKGROUND

Lawful Evil

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

0

10

CONSTITUTION

+3

17

INTELLIGENCE

0

10

WISDOM

+1

12

CHARISMA

+1

13

INSPIRATION

+3

PROFICIENCY BONUS

- ☒ +5 Strength
- ☐ 0 Dexterity
- ☒ +6 Constitution
- ☐ 0 Intelligence
- ☐ +1 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ 0 Acrobatics (Dex)
- ☒ +4 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☒ +3 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

20

ARMOR CLASS

0

INITIATIVE

30

SPEED

Hit Point Maximum 49

CURRENT HIT POINTS

TEMPORARY HIT POINTS

5x(1d10+3)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

The world needs a strong hand like mine to show them the way.

Fear and respect are two sides of the same coin.

PERSONALITY TRAITS

I am a woman of my word. So heed it carefully.

IDEALS

I would do anything for my kingdom.

BONDS

I'd rather see my kingdom burn than ruled by my enemies.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Crossbow, light

+3

1d8+0 piercing

Longsword

+5

1d8+2 slashing

Longsword +2

+7

1d8+4 slashing

Number of Attacks: 2

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Dragonchess Set

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Heavy; Light; Medium; Shields

Language Proficiencies: Common; Elvish; Giant; Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP

10

SP

25

EP

GP

300

PP

TREASURE

Backpack
Chain mail
Clothes, fine
Crossbow bolt x20
Crowbar
Hammer
Piton x10
Plate
Rations (1 day) x10
Ring Of Spell Storing
Rope, hempen
Shield
Signet ring
Tinderbox
Torch x10
Waterskin

EQUIPMENT



Elsa Von Winegarten

CHARACTER NAME

24

AGE

Black

EYES

6'

HEIGHT

Coco Brown

SKIN

165

WEIGHT

Black

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY

Commander Elsa Von Winegarten, a formidable force dominating the Eastern Bad Lands, is an unexpected matriarch over Holden's Thieves Guild. Her rule was won not through stealth or guile, as one might expect of a Guildmaster, but by sheer, undeniable force. A ruthless, unforgiving warrior, she is as adept with diplomatic strategy as she is with a sword and lance. A woman of action, Elsa cut her way through the ranks to claim the top spot, her leadership carved from iron rather than silver tongues or shadowed corners. Her reign, an unorthodox saga in the underworld, echoes the raw, relentless might she embodies.

-----Bonus Actions-----

Second Wind. Regain 1d10 +5 HPs (use once/rest).

-----Actions-----

Action Surge. Take an extra action (use once/rest).

-----Other Traits-----

Great Weapon Fighting Style. 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.

Great Weapon Master. You ' ve learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.

Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack ' s damage.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.