

Erelra T'ala

CHARACTER NAME

Fighter (15)

CLASS & LEVEL

Half-Elf/Half-Drow

RACE

BACKGROUND

Chaotic Good

ALIGNMENT

Cammy

PLAYER NAME

168000

EXPERIENCE POINTS

STRENGTH

+5

20

DEXTERITY

+3

17

CONSTITUTION

+3

16

INTELLIGENCE

+1

12

WISDOM

+1

12

CHARISMA

+2

14

INSPIRATION

+5

PROFICIENCY BONUS

- ☒ +10 Strength
- ☐ +3 Dexterity
- ☒ +8 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☒ +8 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +10 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +7 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +7 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

21

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 195

CURRENT HIT POINTS

TEMPORARY HIT POINTS

15x
(1d10+3)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I work hard so that I can play hard when the work is done.

I bluntly say what other people are hinting or hiding.

PERSONALITY TRAITS

Change. the gods have returned to reshape the world. We must help bring about the changes.

IDEALS

I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

BONDS

The tyrant who rules my land will stop at nothing to see me killed.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Handaxe

+10

1d6+5 slashing

Longsword

+10

1d8+5 slashing

Whip

+10

1d4+5 slashing

Number of Attacks: 3
Scimitar +2. +12, 1d6+7
slashing

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Weapon Proficiencies: Martial;
Simple

Armor Proficiencies: Heavy; Light;
Medium; Shields

Language Proficiencies: Common;
Deep Speech; Elvish; Goblin;
Infernal; Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

10

PP

TREASURE

Animated Shield
Backpack
Chain Shirt +3
Chain mail
Crowbar
Hammer
Holy symbol
Ink
Piton x10
Prayer Book
Rations (1 day) x10
Rope, hempen
Tinderbox
Torch x10
Vestements
Waterskin

EQUIPMENT



Erelra T'ala

CHARACTER NAME

180

AGE

Yellow

EYES

6 ft

HEIGHT

Dusky

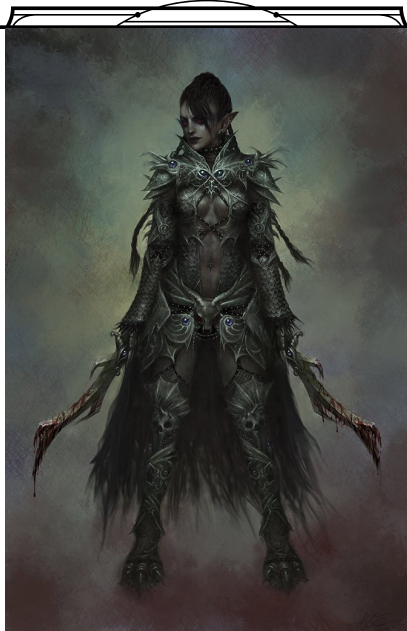
SKIN

165

WEIGHT

White

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Half Drow, Half High Elf... I have never fit in anywhere I go. Now that Coralon has opened the way to salvation, I seek the path of Elstree to the light. Along the way, I am seeking to undo some wrongs and get some payback for a life spent with a boot on my throat.

You want to know my story, just look at the scars; not all of them are on the outside.

TREASURE

CHARACTER BACKSTORY



Half-Drow

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

Dancing Lights

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

☐ Faerie Fire

☐

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2

☐ Darkness

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3

6

4

7

8

5

9

SPILLS KNOWN

Darkvision: 60 ft.

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

Second Wind. Regain 1d10 +15 HPs (use once/rest).

-----Actions-----

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

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

Defensive Duelist. When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

Dual Wielder. You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand. You can use two-weapon fighting even when the one handed melee weapons you are wielding aren't light. You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Fey Ancestry. Advantage on charmed saves and immune to sleep magic.

Indomitable. Reroll a save if you fail (use twice/long rest).

Two Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

D M V Dancing Lights Half-Drow Cantrip Evocation DC 15 Spell Mod +7 1 Act. 120 ft V,S,M Conc, 1 min A bit of phosphorus or wychwood, or a glowworm You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.	D M V Faerie Fire Half-Drow Level 1 Evocation DC 15 Spell Mod +7 1 Act. 60 ft V Conc, 1 min Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.	D M V Darkness Half-Drow Level 2 Evocation DC 15 Spell Mod +7 1 Act. 60 ft V,M Conc, 10 mins Bat fur and a drop of pitch or piece of coal Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.
