

CHARACTER NAME	Fighter	1st	Folk Hero
	CLASS	LEVEL	BACKGROUND
	Wood Elf	Medium	Neutral Good
	RACE	SIZE	ALIGNMENT

STRENGTH

+1

13

DEXTERITY

+3

17

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+1

13

CHARISMA

-1

8

+2 PROFICIENCY BONUS

SAVING THROWS

- +3 Strength
- +3 Dexterity
- +4 Constitution
- +0 Intelligence
- +1 Wisdom
- -1 Charisma

SKILLS

- +5 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +0 Arcana (Int)
- +1 Athletics (Str)
- -1 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)
- -1 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +3 Perception (Wis)
- -1 Performance (Cha)
- -1 Persuasion (Cha)
- +0 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +3 Survival (Wis)

14 ARMOR CLASS

+3 INITIATIVE

35 feet SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

Total 1d10 HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

EQUIPMENT

- ◆ Leather armor
- ◆ Longbow
- ◆ 20 arrows
- ◆ Greatsword
- ◆ Backpack
- ◆ Bedroll
- ◆ Mess kit
- ◆ Tinderbox
- ◆ 10 torches
- ◆ 10 days of rations
- ◆ Waterskin
- ◆ 50 feet of hempen rope
- ◆ Shovel
- ◆ Iron pot
- ◆ Set of common clothes
- ◆ Pouch

13 PASSIVE WISDOM (PERCEPTION)

COINS

CP SP EP GP PP

10

PROFICIENCIES

You have the following proficiencies. The rulebook explains what proficiency means.

Saving Throws. Your saving throw proficiencies are indicated by a ● in the Saving Throws list on the left.

Skills. Your skill proficiencies are indicated by a ● in the Skills list on the left.

Equipment. You have proficiency with all armor, shields, simple weapons, and martial weapons.

LANGUAGES

You can speak, read, and write Common, Dwarvish, Elvish, and Halfling.

ATTACKS

You start with the following weapons, which you can use to make attacks.

Greatsword. In melee (against a target within 5 feet of you), you can attack with your greatsword. Roll **1d20 + 3** to see if you hit. If you do, the target takes **2d6 + 1 slashing damage**.

Longbow. You can shoot your longbow at a target up to 150 feet away, or up to 600 feet with disadvantage on the attack roll. Roll **1d20 + 7** to see if you hit. If you do, the target takes **1d8 + 3 piercing damage**.

FIGHTER

Fighters are masters of martial combat, skilled with a variety of weapons and armor. They learn the basics of all combat styles and specialize in one favored form (in your case, archery). The combination of broad general ability and specialization makes fighters superior combatants on battlefields and in dungeons alike.

The fighter class gives you the following features.

Second Wind. You have a limited well of stamina you can draw on to protect yourself from harm. 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.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. This bonus is already included in your attack with your longbow.

WOOD ELF

Elves are a people of otherworldly grace, long-lived and passionate. In the earliest days of the multiverse, the first wood elves fell in love with the forests of the world, and they mystically took on characteristics of those woodland realms. Your fleetness of foot and your ability to hide in foliage or other natural phenomena are part of that mystical adaptation.

As a wood elf, you have the following traits.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness in that radius as if it were dim light. You discern colors in that darkness only as shades of gray.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Trance. Elves don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Mask of the Wild. You can take the Hide action even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

Continued on back

YOUR FOLK HERO BACKGROUND

Your parents lived in the prosperous village of Thundertree, east of the city of Neverwinter and at the edge of the Neverwinter Wood. But when nearby Mount Hotenow erupted thirty years ago, your parents fled, perhaps carrying you in your infancy (depending on how old you are). Your family drifted from village to village around the region, finding work as laborers where they could.

Your background shaped your character in important ways. You learned the languages of several different peoples (shown in “Languages” on the front of this sheet). Your skill proficiencies in Animal Handling and Survival also reflect your upbringing, working with animals and getting by in the natural world.

You’ve spent the last few years in Neverwinter as a carpenter working at the city’s bustling docks. But it’s clear to you and everyone around you that you are destined for much more. You stood up to an abusive ship captain once, so other dockworkers look up to you. Someday, you’ll come into your own. You’ll be a hero.

Personal Goal: Determine Your Destiny. In the remote cloister of Dragon’s Rest lives an old sage who is supposed to possess great wisdom—or possibly supernatural insight. The cloister holds a temple to the dragon god Bahamut, who is a patron of heroes and a champion of justice. Maybe Elder Runara can help you determine exactly what your heroic destiny is and set you on the right path to fulfill it, so you can become the hero you know you’re meant to be.

MAKING THE CHARACTER YOURS

Follow these steps to make this character uniquely yours:

1. Choose a name and write it in the “Character Name” space on the front of this sheet. Your character’s name can be anything you like, perhaps drawing from a real-world culture or a work of literature.
2. Decide what you look like and determine your character’s gender. You decide your character’s height, weight, age, and coloration (eyes, hair, and skin). You can use the art on this page for inspiration or choose your own direction. You also might want to give your character a memorable physical characteristic, such as a scar, a limp, spectacles, or a tattoo. You can write notes about your character’s appearance in the “Notes” space below.
3. Flesh out your character’s personality, and read about your character’s alignment in the rulebook (you may choose a different alignment from among the options there). The goal is to choose traits and mannerisms for your character that you’ll enjoy.

GAINING LEVELS

The DM will tell you when you reach 2nd level and then 3rd level. When you reach a new level, you gain the features below for that level.

HIT DICE AND HIT POINTS

With each level you gain, you gain one additional Hit Die (d10), which you can use to heal yourself when you take a short rest (explained in the rulebook). When you level up, add the new Hit Die to the Hit Dice box on this sheet, and add $1d10 + 2$ to your hit point maximum.

2ND-LEVEL FEATURE

Action Surge. You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action.

Once you use this feature, you must finish a short or long rest before you can use it again.

3RD-LEVEL FEATURE

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.



SHAWN WOOD

NOTES