

Takas

CHARACTER NAME

Fighter, 3
CLASS & LEVEL

Urchin
BACKGROUND

Christopher
PLAYER NAME

Stout Halfling
RACE

Chaotic Good
ALIGNMENT

1300
EXPERIENCE POINTS

STRENGTH
8
-1

DEXTERITY
18
+4

CONSTITUTION
15
+2

INTELLIGENCE
14
+2

WISDOM
11
0

CHARISMA
9
-1

INSPIRATION

PROFICIENCY BONUS
+2

SAVING THROWS

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

SKILLS

- +6 Acrobatics (Dex)
- 0 Animal Handling (Wis)
- +2 Arcana (Int)
- -1 Athletics (Str)
- -1 Deception (Cha)
- +4 History (Int)
- 0 Insight (Wis)
- -1 Intimidation (Cha)
- +2 Investigation (Int)
- 0 Medicine (Wis)
- +2 Nature (Int)
- 0 Perception (Wis)
- -1 Performance (Cha)
- -1 Persuasion (Cha)
- +2 Religion (Int)
- +6 Sleight of Hand (Dex)
- +6 Stealth (Dex)
- 0 Survival (Wis)

15 ARMOR CLASS

+4 INITIATIVE

25 SPEED

Hit Point Maximum **23**

23 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1**

d10 HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVES

I sleep with my back to a wall or tree, with everything I own wrapped in a bundle in my arms.

PERSONALITY TRAITS

Respect. All people, rich or poor, deserve respect.

IDEALS

No one else should have to endure the hardships I've been through. **Mercenary Group.**

BONDS

I will never fully trust anyone other than myself.

FLAWS

| NAME | ATK BONUS | DAMAGE/TYPE |
|-------------------|-----------|------------------|
| (2) Whip | +8 | 1d4+4 Slashing |
| (2) Hand Crossbow | +8 | 1d6+4 Piercing |
| Knife | +1/8 | 1d4+1/4 Piercing |

Whips - 15ft

+8 ATK BONUS is figured by: (+4 DEX) + (+2 PROFICIENCY) + (+2 FIGHTING STYLE)

ATTACKS & SPELLCASTING

Lucky
When I roll a 1 on an attack, ability check or saving throw I can reroll.

Brave
I have advantage on saving throws vs. being frightened.

Halfling Nimbleness
I can move through the space of any creature larger than me.

Stout Resilience
I have advantage on saving throws vs. poison. I have resistance vs. poison damage.

Action Surge (at Lv2)
I can take one additional action and bonus action per turn. Then must short or long rest.

Fighting Style
Archery, +2 to ranged attack rolls.

Second Wind
On my turn I can use a bonus action to regain hit points equal to 1d10+fighter level.

Feature: City Secrets
PHB141

Martial Archetype: Battle Master (at Lv3)
Goading Attack, Menacing Attack, Parry
Superiority Dice: (4xd8) _____
Saving Throw: 8+Prof. Bonus + DEX = 14

FEATURES & TRAITS

10 PASSIVE WISDOM (PERCEPTION)

Languages: Common, Halfling
Proficiencies: All armor, All shields, simple weapons, simple shields, Disguise Kit, Thieves Tools, Carpenter's Tools

OTHER PROFICIENCIES & LANGUAGES

26 WEAPONS & ARMOR
Leather Armor
2 Whips
2 Hand Crossbows (___ bolts)
Small Knife

16

0 OTHER STUFF
Explorer's Pack (Backpack, Bedroll, Mess Kit, Tinderbox, Lantern, Water-skin, ___ rations, 25ft Hempen Rope)
Map of City (Perthus?)
Pet Mouse named, "Mr. Haberdasher"
Common Clothes, dirty Belt Pouch (for money)

85

0

EQUIPMENT



Takas

CHARACTER NAME

22 years

AGE

3' 2"

HEIGHT

40lbs.

WEIGHT

Violet

EYES

Dark

SKIN

Bleach Blonde

HAIR



CHARACTER APPEARANCE

Lathander's Orphanage

Glim (Gnome, Priest of Lathander)

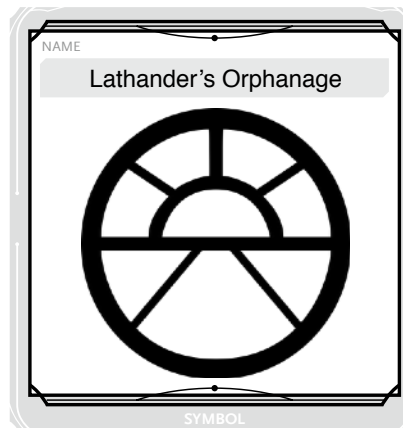
Sasha (Half-Elf)

Bella (Half-Elf, strong-willed)

Lobelias (Halfling, obedient, now has business with Eniavo trading with the Craftsman Guild)

Eniavo (Elf, keeps to himself, superior)

Gyrg (Half-Orc, farmer, religious)



NAME

Lathander's Orphanage

SYMBOL

ALLIES & ORGANIZATIONS

Like most of our mercenary group, Takas' history is a bit of a mystery. He was brought to the orphanage by another Lobelias when he was found wandering the streets of Perthius asking anyone who would listen if they knew where he was or for that matter, **who** he was.

Apparently suffering from some sort of long-term amnesia, Takas seems in a constant state of confusion about who people are or whom to trust.

I am/was the store help and guard for the merchant Rah-Bin Cloudfang and his shop, "The Armory" in Perthius.

CHARACTER BACKSTORY

Takas' personality seems to be breaking down, but into what state is hard to say (as a player and to other characters). Sometimes brash and fool-hardy, other times almost stoic, it's hard to say what may be his true nature. 99% of the time he is gruff and mouthy with a coarse voice. 1% of the time he is genuinely kind Halfling with a slightly high-pitched voice - but with the mind of a scared and confused boy.

ADDITIONAL FEATURES & TRAITS

Bone Hairpin from his mother. Not worth much but his only apparent tie to his real parents.

TREASURE

General Notes

NPCs Encountered

Tom Hiddleston

Deceased Burgomaster of Cyderfall.

Erik Bell

Human man who apposed Tom Hiddleston and is well-liked in Cyderfall.

Tulip

Proprietor of the Inn in Cyderfall.

Rosa

Prostitute and worker at the inn in Cyderfall.

Sasha

?

Henrik Riverhall

Lord Henrik Riverhall is after us for violence against his soldiers.

Events Timeline (1502)

17th of Elient // Prologue

18th of Elient // Suspicion of murder

22nd of Elient // Arrive in Cyderfall

25th of Elient // Leave the cellar in Cyderfall

26th of Elient // Day 2 in Cyderfall

Other Notes

Was a professional merchant & guard for the 'Armory' in Perthius.