

Kandalou Dle'tan

CHARACTER NAME

Fighter 9

CLASS & LEVEL

Githyanki

RACE

Soldier

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

48,000

EXPERIENCE POINTS

STRENGTH

18

+4

DEXTERITY

10

+0

CONSTITUTION

18

+4

INTELLIGENCE

14

+2

WISDOM

10

+0

CHARISMA

12

+1

INSPIRATION

+4

PROFICIENCY BONUS

- ☒ +8 Strength
- ☐ +0 Dexterity
- ☒ +8 Constitution
- ☐ +2 Intelligence
- ☐ +0 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☒ +8 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☒ +6 History (Int)
- ☐ +0 Insight (Wis)
- ☒ +5 Intimidation (Cha)
- ☒ +6 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☒ +4 Survival (Wis)

SKILLS

19

ARMOR CLASS

+2*

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 94

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm always polite and respectful.

I can stare down a hell hound without flinching.

PERSONALITY TRAITS

When people follow orders blindly, they embrace a kind of tyranny.

IDEALS

My honor is my life.

BONDS

I have little respect for anyone who is not a proven warrior.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

longsword

+9

1d8+5*

handaxe

+8

1d6+4*

javelin

+8

1d6+4*

*versatile 1d10+5

*handaxe thrown range (20/60)

*javelin thrown range (30/120)

Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Improved Critical.

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

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Armor.
All Armor, Shields

Weapons.
Simple Weapons, Martial Weapons

Tools.
Gaming Set (Dragonchess), Vehicles (land)

Languages.
Common, Elvish, Gith

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

25

splint armor, +1 longsword, shield, 2 handaxes, 10 javelins, traveler's clothes, insignia of rank, belt pouch (money)

backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, dragonchess set, banner from a fallen enemy, flask of strong wine, 2 potions of healing

EQUIPMENT

Fighting Style.

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Second Wind.

On your turn, you can use a bonus action to regain hit points equal to 1d10 + 8. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge.

On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Remarkable Athlete*.

You can add +2 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Indomitable.

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

FEATURES & TRAITS



Kandalou Dle'tan

CHARACTER NAME

45

AGE

Yellow

EYES

6 ft.

HEIGHT

Sallow

SKIN

170 lbs.

WEIGHT

White

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Military Rank.

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Decadent Mastery.

You learn one language of your choice, and you are proficient with one skill or tool of your choice. In the timeless city of Tu'narath, githyanki have bountiful time to master odd bits of knowledge (already figured in).

Martial Prodigy.

You are proficient with light and medium armor and with shortwords, longwords, and greatwords (already figured in).

Githyanki Psionics.

You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the jump spell once with this trait, and you regain the ability to do so when you finish a long rest.

When you reach 5th level, you can cast the misty step spell once with this trait, and you regain the ability to do so when you finish a long rest.

Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE