

INTREPID ONE NAME

Fyrhthe Furis

PLAYER NAME

CLASS

Trickster

BLOODLINE

Elven

BLOOD SWORD

EXPERIENCE POINTS

LEVEL

1st

ARMOR
CLASS

INITIATIVE



SPEED

PASSIVE PERCEPTION
(WISDOM)HEROIC
ABILITY

Dexterity

INSPIRATION

PROFICIENCY
BONUSCURRENT
HIT POINTS

10

TEMPORARY
HIT POINTS

HIT DICE

TOTAL
1d8

DEATH SAVES

SUCCESSSES

FAILURES

SAVING THROWS

STRENGTH

+5

DEXTERITY

CONSTITUTION

+4

INTELLIGENCE

WISDOM

CHARISMA

SKILLS

+5 ACROBATICS (DEX)

ANIMAL HANDLING (WIS)

ARCANA (INT)

ATHLETICS (STR)

+3 DECEPTION (CHA)

HISTORY (INT)

+2 INSIGHT (WIS)

INTIMIDATION (CHA)

INVESTIGATION (INT)

MEDICINE (WIS)

NATURE (INT)

+2 PERCEPTION (WIS)

PERFORMANCE (CHA)

+3 PERSUASION (CHA)

RELIGION (INT)

+5 SLEIGHT OF HAND (DEX)

+5 STEALTH (DEX)

+2 SURVIVAL (WIS)

BLOOD DIE

SHIVER

AUDACITY

NAME

ATK BONUS

DAMAGE/TYPE

Dagger*

+5

1d4 + 3 piercing

Shortbow**

+5

1d6 + 3 piercing

*Finesse, light, thrown (range 20/60)

**Ammunition (range 80/320 ft.), two-handed

ATTACKS AND SPELLCASTING

Crimson Elf - Elf and Crimson Elf Traits.

Elf Weapon Training, Cantrip, Extra Language.

Find a Way Out. Once a day, if you are in a state of Audacity, you can focus for 1 minute to analyze your surroundings. If you do, you are able to find a way out, even in the most dangerous situations.

You need to maintain your concentration for 1 minute to use this feature, and you cannot use other features that require it during that minute. If you take damage while you concentrate, you must succeed on your Heroic Ability saving throw, with a DC equal to half the damage taken. On a failure, you lose concentration and don't get any benefit.

When the minute of concentration is over, you can reroll your Blood Die and choose one of the following benefits:

- Create a new Scenario in the Crossroad you are facing, which effect is "The Pack finds a solution that allows them to escape safely, but leaving the Loot behind and losing the chance to know the information not yet gathered."
- Flee automatically from a fight with a creature that allows the chance to make an Escape check.

Audacious Infiltrator. When you make a skill check or an attack roll in which you have advantage, you can reroll your Blood Die. Whether or not you rerolled it, you add any Pack's Audacity to the result of the check or any damage dealt (your choice). You can use this feature a number of times equal to 1 + your Intelligence modifier.

Sneak Attack.

FEATURES AND TRAITS

Guild: Ebony Tower.

Training: Nose for Shortcuts.

Training Feature: Find a Way Out. Once a day, if you are in a state of Audacity, you can focus for 1 minute to analyze your surroundings. If you do, you are able to find a way out, even in the most dangerous situations. (See page 74 of the handbook)

TRAINING OR DISTINCTIVE MARK

Training Feature: Find a Way Out. Once a day, if you are in a state of Audacity, you can focus for 1 minute to analyze your surroundings. If you do, you are able to find a way out, even in the most dangerous situations. (See page 74 of the handbook)

Even the Underworld has an entrance key. There's no alley without hideaways.

Courage Traits:
Even the Underworld has an entrance key.
There's no alley without hideaways.

TRAITS AND SOURCES OF COURAGE

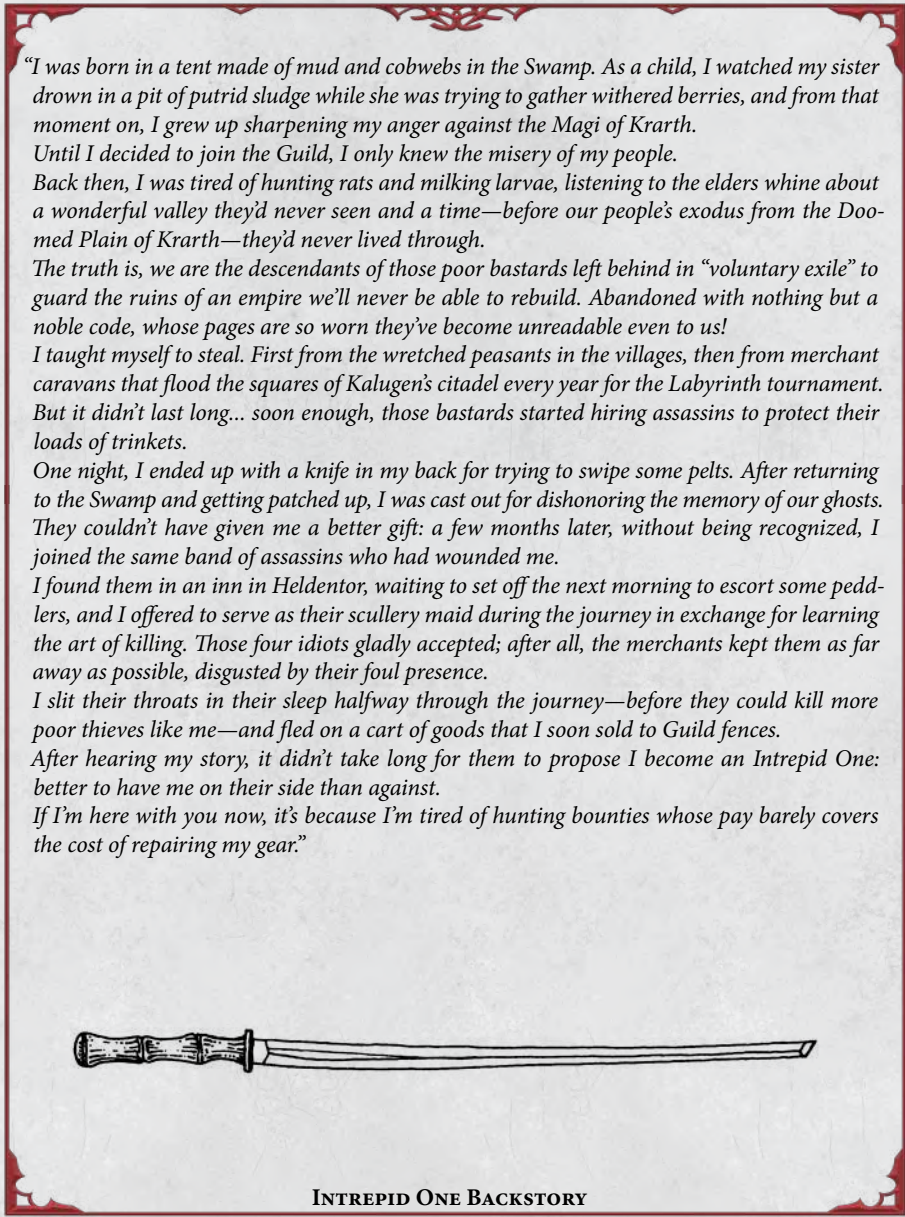
Fear Trait:
Walking into a trap is a hunter's greatest humiliation.

TRAITS AND SOURCES OF FEAR

Languages: Elvish, Fairy Language, and Selentine.

PROFICIENCIES AND LANGUAGES

If I'm here with you now, it's because I'm tired of hunting bounties whose pay barely covers the cost of repairing my gear."

[illegible][illegible]

Studded leather armor
(AC equal to 12 + Dex modifier)

Traveler's clothes, a pole, a backpack, a bedroll, a tinderbox, 5 torches, 10 days of rations, a crowbar, and thieves' tools or disguise kit.

EQUIPMENT AND TREASURE

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