

Hubi

CHARACTER NAME

Level 1 Human Variant Trait Ranger
CHARACTER LEVEL, RACE, & CLASS

0
EXPERIENCE

Acolyte
BACKGROUND

Neutral
ALIGNMENT DEITY

Patrik
PLAYER NAME

STRENGTH

14

+2

DEXTERITY

15

+2

CONSTITUTION

14

+2

INTELLIGENCE

19

+4

WISDOM

12

+1

CHARISMA

17

+3

PROFICIENCY BONUS

+2

- ☒ +4 Strength
- ☒ +4 Dexterity
- ☐ +2 Constitution
- ☐ +4 Intelligence
- ☐ +1 Wisdom
- ☐ +3 Charisma

CONDITIONAL

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☒ +3 Animal Handling (Wis)
- ☐ +4 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☐ +4 History (Int)
- ☒ +3 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☒ +6 Investigation (Int)
- ☒ +3 Medicine (Wis)
- ☒ +6 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☐ +3 Persuasion (Cha)
- ☒ +6 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

11

PASSIVE PERCEPTION

ARMOR

Leather

SHIELD

13

AC

ARMOR CLASS

MAXIMUM

12

HIT DICE

1d10

TEMPORARY

CURRENT HIT POINTS

SPEED

30ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

- 1 Chalk (1)
- 1 Sack
- 1 Soap (1)
- 1 Disguise Kit
- 1 Leather
- 1 Helm of Telepathy
- 1 Assassin's Blood (1)
- 1 Pike
- 1 Blowgun
- 5 Blowgun Needle (5)

CP SP EP GP PP WEIGHT
0 0 0 0 0 24,02 lb.

EQUIPMENT

INITIATIVE

+2

1 Attack / Attack Action

NAME

Pike

Heavy, Reach, Two-Handed

RANGE

5 ft

ATTACK

+4 vs AC

DAMAGE / TYPE

1d10 + 2 piercing

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. –

Languages. Common, Giant, Undercommon, Dwarvish, Elvish

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



Hubi

CHARACTER NAME

Male	58	4'8"	110 lb.
GENDER	AGE	HEIGHT	WEIGHT
Brown	Pale	Brown	
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me. Nothing can shake my optimistic attitude.

PERSONALITY TRAITS

Charity. I always try to help those in need, no matter what the personal cost. (Good)

IDEAL

Everything I do is for the common people.

BOND

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

FLAW

Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

BACKGROUND FEATURE

TRINKET

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily a cleric—performing sacred rites is not the same thing as channeling divine power.

Choose a god, a pantheon of gods, or some other quasi-divine being, and work with your DM to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

BACKGROUND STORY

ADDITIONAL FEATURES

ADDITIONAL TREASURE

Chalk (1)

Adventuring Gear

—

System Reference Document

Sack

Adventuring Gear

1/2 lb.

System Reference Document

Soap (1)

Adventuring Gear

—

System Reference Document

Disguise Kit

Tools

The perfect tool for anyone who wants to engage in trickery, a disguise kit enables its owner to adopt a false identity.

Components. A disguise kit includes cosmetics, hair dye, small props, and a few pieces of clothing.

Deception. In certain cases, a disguise can improve your ability to weave convincing lies.

Intimidation. The right disguise can make you look more fearsome, whether you want to scare someone away by posing as a plague victim or intimidate a gang of thugs by taking the appearance of a bully.

Performance. A cunning disguise can enhance an audience's enjoyment of a performance, provided the disguise is properly designed to evoke the desired reaction.

Persuasion. Folk tend to trust a person in uniform. If you disguise yourself as an authority figure, your efforts to persuade others are often more effective.

Create Disguise. As part of a long rest, you can create a disguise. It takes you 1 minute to don such a disguise once you have created it. You can carry only one such disguise on you at a time without drawing undue attention, unless you have a bag of holding or a similar method to keep them hidden. Each disguise weighs 1 pound.

At other times, it takes 10 minutes to craft a disguise that involves moderate changes to your appearance, and 30 minutes for one that requires more extensive changes.

DISGUISE KIT

Activity	DC
Cover injuries or distinguishing marks	10
Spot a disguise being used by someone else	15
Copy a humanoid's appearance	20

3 lbs.

System Reference Document

Leather

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

10 lb.

System Reference Document

Helm of Telepathy

Wondrous Items

While wearing this helm, you can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply -- using a bonus action to do so -- while your focus on it continues.

While focusing on a creature with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) from the helm on that creature. Once used, the *suggestion* property can't be used again until the next dawn.

0 lb.

System Reference Document

Assassin's Blood (1)

Poison

A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

1/2 lb.

System Reference Document

Pike

Weapons

18 lb.

System Reference Document

Blowgun

Weapons

1 lb.

System Reference Document

Blowgun Needle (5)

Ammunition

Blowgun needles are used with a blowgun to make a ranged attack.