Rook

Player: MDdocter1919
Human Fighter level 2, alignment NG

Armor Class 18
Hit Points 22
HD 2d10
Speed 30ft

STR 16 (3) **DEX** 13 (1) **CON** 15 (2) **INT** #9 (-1) **WIS** 14 (2) **CHA** 11 (0)

Saving Throws
Str +5
Con +4

Feats
Magic Initiate: Cleric

Skills
Athletics+5
Survival+4
Perception+4
Animal Handling+4

Other Proficiencies
Flute

Resistances : **None**
Immunities : None
Senses : Normal
Background : Outlander
Languages: Common, Giant
XP 300 **Proficiency Bonus** +2

Rewards
Gold-16g

Equipment
Chainmail
Shield
Battleaxe
Crossbow
20 bolts

Explorers Pack
a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations,
and a waterskin. 50 feet of hempen rope is strapped to the side of it

Extra-Poppy Tattoo Right Arm 211 days to live (September 7th no death save)

Fighting Style: Dueling +2dmg one handed wpn

Second Wind: 1d10+1

Action Surge

Wanderer: Find food and water for 6 people a day via hunting/gathering.
Memory for maps and geography

Spellcasting. DC #, +# to hit

Cantrips (at will): *Guidance, Resistance*
1st level (#/# slots): *Healing Word 1d4+2, spell*
2nd level (#/# slots): *spell, spell*
3rd level (#/# slots): *spell, spell*
4th level (#/# slots): *spell, spell*
5th level (#/# slots): *spell, spell*
6th level (#/# slots): *spell, spell*
7th level (#/# slots): *spell, spell*
8th level (#/# slots): *spell, spell*
9th level (#/# slots): *spell, spell*

—ACTIONS—

Battleaxe +5 to hit 1d8+5 slashing.
Crossbow +3 to hit 1d8+1 piercing
Weapon.