

Ichoris Character sheet

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.