

Character Name: Little Qoyn (Littlecoin)

Player: PettyGanGLeo

Race: Ghostwise Halfling

Class: Fighter lvl 1

Alignment: Chaotic Good

Edition: 5e

Armor Class: 18 — Chain Mail (16) + Shield (+2)

Hit Points: 15/15

HD: 1d10

Speed: 25 ft.

Initiative: +1

Passive Perception: 14

Proficiency Bonus: +2

STR 14 (+2)

DEX 13 (+1)

CON 17 (+3)

INT 11 (+0)

WIS 15 (+2)

CHA 8 (−1)

Saving Throws: STR (+4), DEX (+1), CON (+5), INT (+0), WIS (+2), CHA (−1)

Saving Throw Proficiency: Strength, Constitution

Feats

Tough. Your hit point maximum increases by twice your level when you gain this feat. Whenever you gain a level afterward, your hit point maximum increases by an additional 2.

Skills

Acrobatics: +1

Animal Handling: +2

Arcana: +2 (Proficient)

Athletics: +4 (Proficient)

Deception: −1

History: +0

Insight: +2

Intimidation: −1

Investigation: +0

Medicine: +2

Nature: +0

Perception: +4 (Proficient)

Performance: −1

Persuasion: -1
Religion: +2 (Proficient)
Sleight of Hand: +1
Stealth: +1 (Disadvantage while wearing Chain Mail)
Survival: +2

Other Proficiencies: Light Armor, Medium Armor, Heavy Armor, Shields, Simple Weapons, Martial Weapons.

Resistances: None
Immunities: None
Senses: Passive Perception 14
Background: Haunted One
Languages: Common, Halfling, Celestial
XP: —

Equipment

Chain Mail, Shield, Light Crossbow, Trident, 30 Arrows, Explorer's Pack, Monster Hunter's Pack, Set of Common Clothes, Gothic Trinket, 10 GP.

Features Or Traits

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of any creature that is at least one size larger than you.

Silent Speech. You can telepathically speak to one creature within 30 feet. The creature understands you only if you share at least one language.

Fighting Style: Interception. When a creature you can see hits a target other than you within 5 feet of you, you can use your reaction to reduce the damage by 1d10 + 2, minimum 0. You must be wielding a shield or a simple or martial weapon.

Second Wind. As a bonus action, regain 1d10 + 1 HP. You can use this once per short or long rest.

Heart of Darkness. Commoners generally extend aid and courtesy to you unless you have shown yourself to be a danger to them. They may also help you against an enemy when you face that enemy alone.

Spellcasting

Spellcasting: None

Cantrips (at will): None

1st Level: None

2nd Level: None

3rd Level: None

4th Level: None

5th Level: None

6th Level: None

7th Level: None

8th Level: None

9th Level: None

—ACTIONS—

Light Crossbow. (Ranged, Two-Handed): range 80/320 ft., +3 to hit, 1d8 + 1 piercing damage. Ammunition, loading.

Trident. (Melee/Thrown, Versatile): reach 5 ft. or range 20/60 ft., +4 to hit, 1d6 + 2 piercing damage one-handed or 1d8 + 2 piercing damage two-handed.

Unarmed Strike. (Melee): reach 5 ft., +4 to hit, 3 bludgeoning damage.

Second Wind. (Bonus Action): regain 1d10 + 1 HP, once per short or long rest.

Interception. (Reaction): Reduce damage dealt to another creature within 5 feet by 1d10 + 2, minimum 0.