

A Trio of Duos - D&D 5E - FANTASY

NAME	Deimos
RACE	Human
CLASS	Fighter - battlemaster
BACKGROUND	Athlete
LEVEL	5

STRENGTH	14	CONSTITUTION	16
DEXTERITY	20	INTELLIGENCE	13
CHARISMA	13	WISDOM	10

PROFICIENCIES	Athletics, Acrobatics, Insight, Intimidation
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LEVELING

Chosen gear: Leather armor, longbow and arrows, short sword and shield, explorer's pack.

Chose Battlemaster as archetype at third level with Tripping Attack, Evasive Footwork, and Quick Toss for his battle master maneuvers.

At level 4 increased his original DEX ability score of 18 to 20.

APPEARANCE Art by Hyeon Gwan Nam

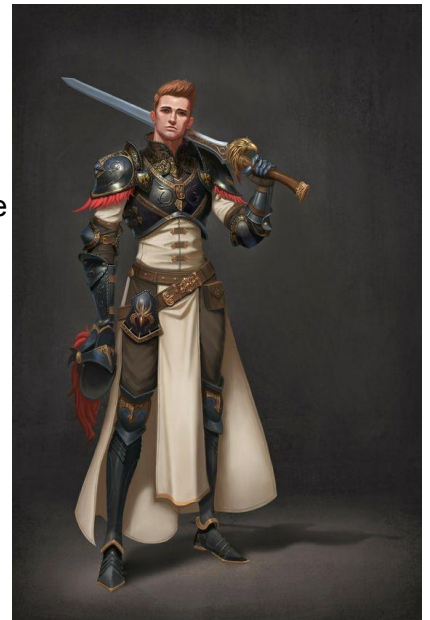
Tanned mediterranean skin with dark blonde hair, bright eyes and athletes training wear with a greco roman theme.

PERSONA

With the capabilities of a star athlete and the talent to back it up, it is a wonder why this young star chose to start adventuring. Lucky he did though, wouldn't want this natural talent going to waste.

It seemed like a god send when Demetri approached him, never had he even dreamed of meeting the man people had been comparing him to since his first day on the field. And now with him here and the sight of him striving to better his skills, even a century after he left the field of sport. Deimos couldn't hope for a better companion to push him past that empty feeling of the lack of challenge.

Signature move: when changing from ranged to melee combat, he throws his shortsword at his target and retrieves it from his target.



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NAME	Demetri
RACE	Half-elf
CLASS	Monk - kensei
BACKGROUND	Athlete
LEVEL	5

STRENGTH	13	CONSTITUTION	16
DEXTERITY	18	INTELLIGENCE	12
CHARISMA	10	WISDOM	16

PROFICIENCIES	Athletics, Acrobatics, History, Insight, Medicine, Perception
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LEVELING

Chosen gear: Spear, explorer's pack, 10 darts, Longbow

Chose Kensei as archetype at 3rd level with his kensei melee weapon being the spear and his ranged weapon being the longbow.

At level 4 increased his original CON score from 14 to 16.

APPEARANCE Artist lost to the pits of pinterest

Mediterranean skin with light brown or brunette hair, stoic eyes and travelers robes.

PERSONA

As an older ace athlete, his physical abilities have not lost their edge. The time he spent training at the monastery has opened his mind to a wider world but his competitive embers still burn.

When he finally did return to the world outside the monastery he was shocked when he was not recognized as himself but mistaken for one known as Deimos. Who could be this athlete that he resembled so closely as to be mistaken for? Why does he waste his talent doing adventurer's work? Why is Deimos already better than him? Maybe there is something to this frustratingly skilled young star and something to be learned from him.

After seeing Deimos's signature move Demetri has tried to replicate it with his spear in place of a sword.



A Trio of Duos - D&D 5E - FANTASY

NAME	Taklinn Hanali-Stoneringer
RACE	Dwarf, Hill
CLASS	Cleric - War
BACKGROUND	Outlander
LEVEL	5

STRENGTH	15	CONSTITUTION	16
DEXTERITY	12	INTELLIGENCE	13
CHARISMA	14	WISDOM	18

PROFICIENCIES	Athletics, Medicine, Religion, Survival. Brewer's Supplies. One musical instrument (drums).
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LEVELING

Chosen gear: Half plate mail, shield, flail, handaxes, explorer's pack.

Chose War archetype at level 1, allowing for weapon attack as his bonus action.

At level 4, increased WIS by 2, taking it from 16 to 18.

APPEARANCE

Shaved head and intricately braided beard, with accessories. Sturdy in build and world worn, but cares for his hygiene. Wears simple robes under armor.

PERSONA

Despite any world weariness, Taklinn is a man who lives to be kind. Though not forthright with his past, he has dedicated his life to traveling to help the common man. Through his empowering and uplifting songs, teaching of medical practices, and willingness to lend a hand to anyone in need, Taklinn has made many friends but has never stayed in one place.

In his travels, Taklinn encountered Keryth, an elven bard who expressed great interest in his drum playing and songs. After a brief period of uncertainty, the two became a traveling pair. They bonded over their tenacious drive to travel and love of music. Their relationship eventually evolved into a tender and loving marriage. Though not big on PDA, they are very obviously in love.

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NAME	Keryth Hanali-Stoneringer
RACE	Elf, Dark
CLASS	Bard - Valor
BACKGROUND	Soldier
LEVEL	5

STRENGTH	10	CONSTITUTION	16
DEXTERITY	15	INTELLIGENCE	13
CHARISMA	18	WISDOM	10

PROFICIENCIES	Athletics , Intimidation, Performance , Perception, Persuasion, Survival. One type of gaming set. Three musical instruments (mandolin, flute, your choice).
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LEVELING

Chosen gear: Leather armor, rapier, dagger, entertainer's pack.

At level 3, we chose the bardic college of Valor. We also applied double proficiency to the Athletics and Performance skills.

At level 4, we increased the CHA and CON ability scores by one each.

APPEARANCE [Art by onetriebears.tumblr.com](https://www.tumblr.com/onetriebears)

Long hair, usually worn up in braids, with accessories. Tall and athletic in build, carries quite a few bags. Alternates between simple traveling clothes and more flamboyant outfits for performances.

PERSONA

Conscripted at a young age, Keryth spent years as a standard bearer and foot soldier. Once freed of her military career, she pursued her passion for music and bardic traditions. Driven by wanderlust and a desire to perform, she has built a substantial career for herself. Although her stage presence is confident, she is fairly humble, unaware of her own natural charms.

Initially, her pursuit of Taklinn was purely about music. She wanted to learn his songs, and was not satisfied with a brief lesson. After proving her mettle to calm his concerns, they began wandering together. She found a kinship in his mission and a shared love of music. Their relationship eventually took a slow turn toward the romantic, culminating in a once-in-a-lifetime kind of love.



A Trio of Duos - D&D 5E - FANTASY

NAME	Reeza Sawtooth
RACE	Orc
CLASS	Rogue - Thief
BACKGROUND	Sailor
LEVEL	5

STRENGTH	13	CONSTITUTION	15
DEXTERITY	16	INTELLIGENCE	10
CHARISMA	13	WISDOM	15

PROFICIENCIES	Athletics Acrobatics Insight Intimidation Perception Sleight of Hand Stealth
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LEVELING

Chosen gear: Shortsword, Shortbow (replaced with light crossbow) 2 daggers Burglar pack and thieves tools, leather armor

APPEARANCE

Inspiration: Tati Gabrielle

Green skin, with various piercings and short cropped hair, tall but light in build for an orc. She wears her leather armor close to the body and all her gear tucked under her cloak.

PERSONA

Reeza was born alongside her sister into a loving but poor family. Her comparatively rapid growth separated them for periods as she worked to support the family as a sailor on a fishing vessel.

The hardworking and quiet counterpart to Nella, Reeza is willing to do what it takes to take care of herself and her own. Despite any complaining, she loves her sister dearly and is able to make the best of her sister's more wild tendencies. Utilizing her own sharp insight and her sister's strength she is determined to do more than scrape by as back alley vigilantes.



A Trio of Duos - D&D 5E - FANTASY

NAME	Nella Sawtooth
RACE	Tiefling
CLASS	Barbarian - Berserker
BACKGROUND	Criminal
LEVEL	5

STRENGTH	18	CONSTITUTION	18
DEXTERITY	15	INTELLIGENCE	13
CHARISMA	16	WISDOM	12

PROFICIENCIES	Athletics Stealth Deception Intimidation
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LEVELING

Chosen Gear: Maul, Club (of her own horn), 4 javelin, common clothes, explores pack and crowbar

At level 3 we chose the Berserker archetype and at level 4 we improved her CON by 2 points.

APPEARANCE

Dark maroon skin with numerous battle scars, broken horns, large and muscled in stature, hair either maintained by Reeza or left to run wild, simple clothes that she should have outgrown or replaced long ago.

PERSONA

As a tiefling born to orc parents, Nella was shut out by distant family but loved by her parents and neighbors. But as Reeza outgrew her, she was left to her own devices and she herself grew more rowdy and spirited. After a more violent fight landed her in jail for the first time she found her true passion in combat. It was here that she got her characteristic broken horns for the first time.

The fiery and boisterous counterpart to Reeza, Nella can be self indulgent and craves a good fight. She is quick to anger, but seems to hold no firm grudges. Her brawling has earned her many like minded friends, and some enemies. But with her sister by her side to help focus her energy they have become a powerhouse in their corner of the city. She trusts her sister to point her at the right target as they look outside their city walls.

A 7x7 grid of numbers. The numbers are handwritten in black ink. The grid is divided into four quadrants by a horizontal line between the third and fourth rows and a vertical line between the third and fourth columns. The numbers are as follows:

12	11	15	13	13	14	9
11	15	12	17	13	9	12
15	7	13	15	10	14	11
13	13	14	14	13	6	14
14	12	9	8	16	10	17
15	11	11	12	10	7	14
12	6	11	13	15	15	14

Teal highlights are present on the following cells: (1,1), (1,6), (2,1), (2,6), (3,1), (3,6), (4,1), (4,6), (5,1), (5,6), (6,1), (6,6), (7,1), (7,6), (1,3), (2,3), (3,3), (4,3), (5,3), (6,3), (7,3), (1,4), (2,4), (3,4), (4,4), (5,4), (6,4), (7,4), (1,5), (2,5), (3,5), (4,5), (5,5), (6,5), (7,5), (1,7), (2,7), (3,7), (4,7), (5,7), (6,7), (7,7). A large red 'X' is drawn across the entire grid.

This is the “Bingo Style” stat rolling method we used for this party. Highlighted are the sets we found that we thought were viable.

This style keeps things up to fate while also saving time rolling - a win win!