

Thalia Krisdove

Player: NPC MERC

Half-elf fighter 1 - CR 0

Chaotic Good Humanoid; Background: **Soldier**; Height: 5' 6"; Weight: 115lb.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	13	+1	+3
DEX DEXTERITY	19	+4	+4
CON CONSTITUTION	14	+2	+4
INT INTELLIGENCE	12	+1	+1
WIS WISDOM	13	+1	+1
CHA CHARISMA	14	+2	+2

AC 16	Initiative +4	Speed 30 ft
Proficiency +2	Inspiration	
HP 12	HD 1d10	Death Saves
Damage / Current HP	HD Used	Success/Fail
Number of Attacks 1		

Dagger

Main hand: **+6, 6 (1d4+4) piercing** Rng: 20 ft./60 ft.
Finesse, Light, Thrown

Ranged: **+8, 6 (1d4+4) piercing**

Longbow

Ranged, both hands: **+8, 8 (1d8+4) piercing** Rng: 150 ft./600 ft.
Ammunition, Heavy, Two-Handed

Longsword

Main hand: **+3, 5 (1d8+1) slashing** Versatile
Both hands: **+3, 6 (1d10+1) slashing**

Chain mail

+6 Stealth Disadvantage

Shield

+2



5th Edition SRD

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+6	DEX (4)	+2	
Animal Handling	+1	WIS (1)	-	
Arcana	+1	INT (1)	-	
Athletics	+3	STR (1)	+2	
Deception	+2	CHA (2)	-	
History	+1	INT (1)	-	
Insight	+1	WIS (1)	-	
Intimidation	+4	CHA (2)	+2	
Investigation	+1	INT (1)	-	
Medicine	+1	WIS (1)	-	
Nature	+1	INT (1)	-	
Perception	+3	WIS (1)	+2	
Performance	+2	CHA (2)	-	
Persuasion	+2	CHA (2)	-	
Religion	+1	INT (1)	-	
Sleight of Hand	+4	DEX (4)	-	
Stealth	+6	DEX (4)	+2	
Survival	+3	WIS (1)	+2	
Passive Perception:	13			

Other Proficiencies:

Tools: Land vehicles; Playing card set

Weapons: Martial weapons; Simple weapons

Armor: Heavy armor; Light armor; Medium armor; Shields

Special Abilities

Darkvision (60 feet)

Fey Ancestry

Military Rank

Second Wind (recover 1d10+1 hp, 1/short rest)

Gear

**Total Weight Carried: 140/195 lbs.,
(Maximum: 195 lbs)**

Backpack (empty)	5 lbs
Bedroll	7 lbs
Chain mail	55 lbs
Dagger	1 lb
Longbow	2 lbs
Longsword	3 lbs
Mess kit	1 lb
Money	4.2 lbs
Rations x15	2 lbs
Rope, hempen (50 feet)	10 lbs
Shield	6 lbs
Tinderbox	1 lb
Torch x10	1 lb
Waterskin	5 lbs

Experience & Wealth

Current Cash: **210 gp**

Role Playing

Tracked Resources

Dagger	<input type="checkbox"/>
Inspiration	<input type="checkbox"/>
Rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Second Wind (recover 1d10+1 hp, 1/short rest)	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common
Elvish

Orc