



 Suluiene

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

NOTES

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE

## Weapons

Name	Properties	Ammo	Prof	Attack	Damage
Battleaxe	Versatile (1d10)		Yes	+5	d8+3 slashing
Greatsword	Heavy, two-handed		Yes	+5	2d6+3 slashing
Longbow	Ammunition (range 150/600), heavy, two-handed	20	Yes	+6	d8+4 piercing

## Spells

Spell Ability:		Base Attack:		Base DC:		Prepared:		
1st	2nd	3rd	4th	5th	6th	7th	8th	9th
_____	_____	_____	_____	_____	_____	_____	_____	_____

Long Rest

Casting Time:

Range:

Duration:

Components:

Source:

# Feats, Features, Traits

## Feat

Heavily Armored Prerequisite: Proficiency with medium armor

You have trained to master the use of heavy armor, gaining the following benefits:

- \* Increase your Strength score by 1, to a maximum of 20.
- \* You gain proficiency with heavy armor.

## Feature

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- \* Difficult terrain doesn't slow your group's travel.
- \* Your group can't become lost except by magical means.
- \* Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- \* If you are traveling alone, you can move stealthily at a normal pace.
- \* When you forage, you find twice as much food as you normally would.
- \* While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom(Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Bad Reputation No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses, such as refusing to pay for food at a tavern or breaking down doors at a local shop, since most people will not report your activity to the authorities.

Criminal Contact You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

## Trait

Lucky When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Halfling Nimbleness Highway robber You can move through the space of any creature that is of a size larger than yours.

Brave You have advantage on saving throws against being frightened.

Stout Resilience You have advantage on saving throws against poison, and you have resistance against poison damage.

# Inventory

Count	Name	Cost	Weight	Properties
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**Armor**

1	Plate	1,500 gp	65	
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Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

1	Shield	10 gp	6	
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A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2.

You can benefit from only one shield at a time.

**Weapon**

1	Battleaxe	10 gp	4	Versatile (1d10)
1	Greatsword	50 gp	6	Heavy, two-handed
1	Longbow	50 gp	2	Ammunition (range 150/600), heavy, two-handed