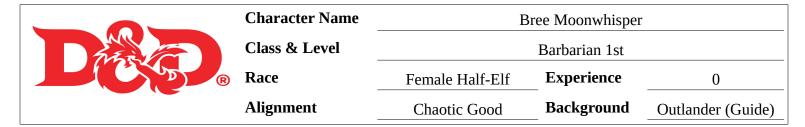
Player	RK	Campaign	Elemental Evil
Character	Bree Moonwhisper	Notes	Emerald Enclave



Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
16 (+3)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	12 (+1)
Saving Throw Pro	oficiencies:	Strength (+5	and Constitution	(+4)	

Armor Class	14 / 16
Initiative	+2
Passive Perception	11
Proficiency Bonus	+2

Speed	30 walking
Hit Point Maximum	14
Hit Dice:	1d12 + 2

Current	Hit Poin	ats
Death	Saves	Temp Hit Points
Success		
Failure		

Skills	
Acrobatics (Dex):	+2
Animal Handling (Wis):	+3
Arcana (Int):	-1
Athletics (Str):	+5
Deception (Cha):	+1
History (Int):	-1
Insight (Wis):	+1
Intimidation (Cha):	+3
Investigation (Int):	-1
Medicine (Wis):	+1
Nature (Int):	+1
Perception (Wis):	+1
Performance (Cha):	+1
Persuasion (Cha):	+1
Religion (Int):	-1
Sleight of Hand (Dex):	+2
Stealth (Dex):	+4
Survival: (Wis):	+3

Actions

Battleaxe. Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 1d8+3 slashing damage (1d10+3 if used two handed); +2 Damage while raging

Javalin. Thrown Weapon Attack: +5 to hit, range 30/120ft, one target. Hit: 1d6+3 piecing damage

Mace. Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 1d6+3 bludgeoning damage; +2 Damage while raging

Player	RK	Campaign	Elemental Evil
Character	Bree Moonwhisper	Notes	Emerald Enclave
	Fea	ntures and Traits	
	u as if it were bright light, and in		im conditions. You can see in dim light n light. You can't discern color in
Fey Ancestry. You	have advantage on saving throws	against being charmed,	and magic can't put you to sleep.
Skill Versatility. Yo	ou gain proficiency in two skills o	f your choice (Stealth an	nd Nature)
	nt memory for maps and geograph ay, provided that the land offers be	=	d fresh water for yourself and up to five r, and so forth
	se. While you are not wearing any odifier. You can use a shield and		ss equals 10 + your Dexterity modifier +
Rage. [] [] In b raging, you gain the		ty. On your turn, you ca	n enter a rage as a bonus action.While
When you mYou have res	vantage on Strength checks and S nake a melee weapon attack using sistance to bludgeoning, piercing, le to cast spells, you can't cast the	Strength, you gain a +2 and slashing damage.	S
a hostile creature sir action. Once you ha	nce your last turn or taken damage	e since then. You can also own for your barbarian lo	if your turn ends and you haven't attacked o end your rage on your turn as a bonus evel in the Rages column of the Barbarian
	Other Prof	iciencies & Languages	

Proficient in Light and Medium armor, shields, simple weapons, martial weapons, and Musical Instrument

(Drums)

Speak, Read & Write Common, Goblish, and Orcish

Player	RK	Campaign	Elemental Evil
Character	Bree Moonwhisper	Notes	Emerald Enclave

Personality

Personality Traits I'm driven by a wanderlust that led me away from home.

Ideals Change. Life is like the seasons, in constant change, and we must change with it.

Bonds Those who fight beside me are those worth dying for. Flaws I am too enamored of ale, wine, and other intoxicants.

Equipment

Battle Axe, Mace, 4 javalins, and Shield

Explorer's Pack (Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.)

A hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a belt pouch

20 gold pieces

Physical Characteristics

Age18Height5'11"Weight180Eye ColorPale BlueSkin ColorLightHair ColorBlack

Other Distinguishable Characteristics

Notes