

**Wood Elf Fighter (Acolyte) 1**

**Strength** +1 (12)  
**Dexterity** +3 (16)  
**Constitution** +2 (14)  
**Intelligence** +0 (10)  
**Wisdom** +2 (14)  
**Charisma** +0 (10)

**Combat Statistics**

**Initiative** +3  
**Passive Perception** 14  
**Speed** 35 ft  
**Saving Throws:** Strength +3, Constitution +4  
**Armour Class:** 14 (leather)  
**Hit Points:** 12                    **Hit Dice:** 1d10

**Attacks**

**Longbow:** +7 to hit, 1d8+3 piercing damage, range 150/600  
**Shortsword:** +5 to hit, 1d6+3 or 1d6 (off-hand) damage  
**Handaxe:** +5 to hit, 1d6+3 slashing damage; range 20/60 feet

**Abilities**

**Darkvision, 60 feet.**  
**Fey Ancestry:** Advantage on saves vs charmed; can't be put to sleep  
**Mask of the Wild:** You can hide even when you are lightly obscured by natural phenomena.  
**Fighting Style - Archery:** +2 to hit with ranged weapons.  
**Second Wind:** Use a bonus action to regain 1d10+1 hit points. (1/rest)

**Skills**

Insight +4, Perception +4, Religion +2

**Other Proficiencies & Languages**

Speaks Common, Elvish, Goblin and Orc.

**Equipment**

Chainmail	10 torches
Shield	10 days of rations
Warhammer	Waterskin
2 Handaxes	50 ft. of hempen rope
Backpack	Holy symbol
Bedroll	Prayer book
Mess Kit	5 sticks of incense
Tinderbox	Vestments
15 gp	Common clothes

**Alignment**

Chaotic Good (Tymora, goddess of luck)

**Faction****Order of the Gauntlet**

The Order of the Gauntlet is a dedicated, tightly knit group of like-minded individuals driven by religious zeal or a finely honed sense of justice. Friendship and camaraderie are important to members of the Order of the Gauntlet, and they share a trust and a bond normally reserved for siblings. Like highly motivated soldiers, members of the Order of the Gauntlet seek to become the best at what they do and look forward to testing their mettle. There are few, if any, "lone wolves" in this organization.

**Background**

You have spent your life in the service of the Temple of Tymora. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshippers into the presence of the divine.

**Feature: Shelter of the Faithful**

You command the respect of those who share your faith, and can perform the religious ceremonies of your deity. You can expect to receive free healing and care at a temple to Tymora, although you must provide any material components needed for spells.

**Personality Traits**

I am tolerant of other faiths and respect the worship of other gods. I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.

**Ideal**

I seek to prove myself worthy of my god's favour by matching my actions against her teachings.

**Bond**

I was robbed in the Zhent ghetto once. It will not happen again.

**Flaw**

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.