

Wood Elf Fighter (Secret Identity) 1

Abilities

Strength	+0 (10)	Save +2
Dexterity	+3 (16)	Stealth +5
Constitution	+0 (10)	Save +2
Intelligence	+1 (12)	
Wisdom	+2 (14)	Insight +4, Perception +4, Survival +4
Charisma	+2 (14)	Deception +4

Armour Class 14*	Hit Points 10	Hit Dice 1d10
Initiative +3	Speed 35 ft.	P. Perception 14

Attacks

Rapier: +5 to hit	1d8+3 piercing damage Melee: 5 ft.
Longbow: +7 to hit	1d8+3 piercing damage Range: 150/600 ft.
Handaxe: +2 to hit	1d6 slashing damage Melee: 5 ft. or Range: 20/60 ft.

Features

Second Wind (1/rest): Use a bonus action to regain 1d10+1 hit points.

Fighting Style – Archer

Mask of the Wild – You can hide using natural cover.

Fey Ancestry – Advantage on saves vs charms.

Darkvision 60 ft. – you can see in the dark.

Tool Proficiencies & Languages

Disguise Kit, Forgery Kit. Speak Common and Elvish.

Equipment

Leather armour	Backpack
Longbow	Bedroll
20 arrows	Mess Kit
Rapier	Tinderbox
2 hand axes	10 torches
Shield (*: +2 AC)	10 days rations
Disguise kit	Waterskin
Forgery kit	50 feet rope
Common clothes	
5 gp	

Alignment – Neutral Good

Faction – Emerald Enclave

The Emerald Enclave oppose threats to the natural world and help others survive the many perils of the wild. They are not opposed to civilisation or progress, but they strive to prevent civilisation and the wilderness from destroying each other.

- The natural world must be respected and preserved.
- Forces that seek to upset the natural balance must be destroyed.
- The wilderness is harsh. Not everyone can survive in it unassisted.

Background

Even though you are an elf, despite Hillsfar's Great Law of Humanity, you continue to live in the City of Trade. You do so by maintaining a secret identity, forging secret documents, and wearing a disguise. Few, if any, know you aren't human.

You were sent to Hillsfar by the elves of Myth Drannor to spy on the city, and to determine if any of its policies were a threat. The life has taken a toll on you.

Feature: Secret Identity

You have created a secret identity that you use to conceal your true race and that offers a covering explanation for your presence in Hillsfar. In addition, you can forge documents, including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Personality Traits

I don't make friends easily. They're a liability I can't afford. I move from place to place, never staying anywhere long and leaving nothing behind.

Ideal

I am in the habit of not talking about myself. My business is none of yours.

Bond

I am a spy. I report on events in and around Hillsfar.

Flaw

Years of hiding have made me somewhat paranoid. I trust no-one.

Combat

On your turn in combat, you may move up to your speed, before and/or after you take one action.

You may also take one bonus action (if available).

Movement

You may move around the battlefield as you wish.

When you move away from an opponent, that opponent can attack you.

Likewise, when an opponent moves away from you, you can attack that opponent. You can only do this once per round as it uses your reaction. (You gain your reaction back when your next turn starts).

Typical Actions

Attack – make an attack with one weapon.

Dash – double your movement speed for this turn.

Disengage – your movement this turn doesn't provoke attacks from your opponents.

Dodge – attacks against you have disadvantage until the start of your next turn.

Help – you give an ally advantage on their next attack or ability check

Hide – you attempt to hide from your opponents by making a Dexterity (Stealth) check

Search – you look for something hidden on the battlefield

Use an Object – draw a sword or shield, pick something up, or open a door. However, your first object interaction each turn doesn't take an action and is free.

Attack Rolls

Roll 1d20 and add your attack bonus. If you roll equal or higher than the defender's **Armour Class**, you hit!

If you rolled a natural 20 on the die before modifications, you score a **Critical Hit** and roll twice the normal number of damage dice.

If you rolled a natural 1 on the die before modifications, you automatically miss.

You make attack rolls when you attack!

Saving Throws

Roll 1d20 and add your saving throw bonus. By default it is your ability modifier, but some abilities have better modifiers (look for Save +# on the ability line).

If you roll higher or equal to the **Difficulty Class** of the saving throw (the DM will tell you what it is), you succeed. If you roll lower, you fail.

You make saving throws to avoid things, typically certain spell effects.

Ability Checks

Roll 1d20 and add your ability modifier. Sometimes, you might add a skill bonus instead, depending on what you're doing (your DM will tell you).

If you roll higher or equal to the **Difficulty Class** of the saving throw (the DM will tell you what it is), you succeed. If you roll lower, you fail.

You make ability checks to see if you succeed when you attempt tasks that aren't attacking someone.

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Stuck for a character name?

Male: Adran, Aramil, Carric, Himo, Peren, Rolen, Varis. **Female:** Adrie, Bethryнна, Caelynn, Enna, Keyleth, Lia, Naivara
Surnames: Amakir, Amastacia, Glanodel, Liadon, Nailo, Siannodel