

Aria, Princess of Dale

CHARACTER NAME

Warden/Counsellor

CLASS & LEVEL

Human, Dale/Laketown

RACE

Emissary

BACKGROUND

Lawful good

ALIGNMENT

Aria

PLAYER NAME

Level 7.2

EXPERIENCE POINTS

STRENGTH

13

+1

DEXTERITY

17

+3

CONSTITUTION

16

+3

INTELLIGENCE

17

+3

WISDOM

16

+3

CHARISMA

18

+4

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +1+1 Strength
- ☒ +3+4 Dexterity
- ☐ +3+1 Constitution
- ☐ +3+1 Intelligence
- ☐ +3+1 Wisdom
- ☒ +4+4 Charisma

SAVING THROWS

- ☐ +3+1 Acrobatics (Dex)
- ☐ +3+1 Animal Handling (Wis)
- ☐ +3+1 Arcana (Int)
- ☐ +1+1 Athletics (Str)
- ☐ +4+1 Deception (Cha)
- ☒ +3+3 History (Int)
- ☒ +3+3 Insight (Wis)
- ☐ +4+1 Intimidation (Cha)
- ☒ +3+3 Investigation (Int)
- ☐ +3+1 Medicine (Wis)
- ☐ +3+1 Nature (Int)
- ☒ +3+5 Perception (Wis)
- ☐ +4+1 Performance (Cha)
- ☒ +4+6 Persuasion (Cha)
- ☐ +3+1 Religion (Int)
- ☐ +3+1 Sleight of Hand (Dex)
- ☒ +3+6 Stealth (Dex)
- ☐ +3+1 Survival (Wis)

SKILLS

17

ARMOR CLASS

+9

INITIATIVE

30'

SPEED

Hit Point Maximum 43

62

CURRENT HIT POINTS

Inspiring Leader: Award 6 party/self Temp +11 HP

TEMPORARY HIT POINTS

Total
7x1d8+3

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Background: Emissary of Your People
Feature: Sigil of Your Master (Counsellor)
Distinctive Quality: Honourable
Specialties: Trading
Military: "Black Company" Dale archer

PERSONALITY TRAITS

Protection and well-being of all sentient beings in Arda.

IDEALS

Meditative communion with Eru Ilúvatar, The One (+1 Wisdom; once/week)

BONDS

Ambiguous sexual orientation

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dale Bow

+6

1d8+9 FS

(melee)

+5

1d6/8+5

Elven net

+2

Restrained

* Extra Attack (level 7)

* Weapon: "Arvedui" non-magical, crafted heirloom, +2 Dale Bow, range 150/600, dam 1d8+9 (+2 bow, +1 arrow, +1 bracers, +2 DH Virtue, +3 Dex), piercing, CritHit +1d8. Roll dam twice, high roll (Fierce Shot Virtue). Dale Archery Bracers +1

Melee: dam 1d6(1d8)+5 (+2 bow, +3 Dex), bludgeon/piercing (finesse, lightweight, versatile)

* Dale Quiver (heirloom with bow): 30 +1 arrows

* Armor: Dale leather corslet +2, AC 17 (AC 14 + Dex +3)

* Alternate weapon: +2 elven-crafted Restraining net, (immune to slash dam), DC25 Dex ST escape

* 2x +1 Dale long daggers

Initiative: +3 (dex) +5 (Tiara) +1 (JoAT) = +9

ATTACKS & SPELLCASTING

Warden Class:

* Expression: Counsellor

* Background: Emissary of Your People

* Warden's Gift (gift d8 dice, bonus action 60', add/sub to any throw within 10 minutes)

* May use 1 Gift dice to give all allies within 30' +d4 on their next attack roll or weapon damage roll.

x Cha-mod uses (4), Dauntless: Regain all Warden's Gift uses after short rest.

* Distraction: Apply Gift dice vs enemy roll as a Reaction.

* Worthy Counsel, advantage on Warden's Gift dice awarded roll

* Discourse: Befriend within earshot using charisma w/adv, parlay, short rest

* Ever Watchful: DC 12 Int Investigation, up-to-date news/facts/rumors/discoveries

* Jack of All Trades: Add ½ proficiency bonus, round down to any ability check (+1); includes initiative and passive

* Campfire Tales: During rest, 1d6 hp / HD, entire party restoration

* Talented: Choose two Skills, proficiency bonus x2 -- Persuasion, Stealth

Dale "Black Company" Archery Virtues:

* Fierce Shot (FS): Roll dam twice, take high result

* Dour-Handed (DH): dam +½ proficiency bonus, rounded up, +2

* Hawk-Eyed, long range not disadvantaged, ignores 1/2 or 3/4 cover for enemy's AC

* Volley-storm: Multi-arrow range attack vs every visible enemy creature within 10' of a chosen point.

* Eagle-feathered Arrow: (1/day): Bonus action to draw and fire a special arrow. Any hit is critical hit, medium or smaller monster makes DC15 STR prone check.

Feat:

* Inspiring Leader: Award 6 party temp HP+ = level + Ch-mod (+11)

FEATURES & TRAITS

10+10

PASSIVE WISDOM (PERCEPTION)

* Skill: Traditions (Int) +3 +3

* Languages:

Westron (Common)

Dalish (native)

Mirkwood Elven (elf Sindarin)

Erebor Dwarven (Dwarvish)

Gondor (human Sindarin)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

* Tiara of the Princess:
- Alert: +5 initiative; no enemy surp. or adv. on unseen enemy;
- Perception (Wis) skill +2;
- Passive perception additional +2
- Truesight, 120', multiple uses, limit total 1 hr/day, can be triggered by Alert

* Cloak of Many Fashions and Colours

* Ring: Mithril Counsellor's Signet of Dale

* Handy Haversack -

- +2 Elven Restraining net

- 2x Spare quivers of +1 Dale arrows

- Bard travel/camp equip & 2 nets

- x10 Dale spyglass

- 120' elven-made rope

- 2x directional lanterns

- Toys & Fireworks (see below)

EQUIPMENT