

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

SUCCESSES

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 | Restrain |

* 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)

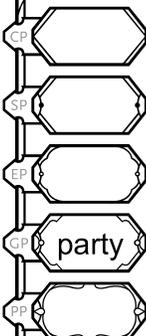
Dalish (native)

Mirkwood Elven (elf Sindarin)

Erebor Dwarven (Dwarvish)

Gondor (human Sindarin)

OTHER PROFICIENCIES & LANGUAGES



- * 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