

Owayn Fermwyr

CHARACTER NAME

Fighter

CLASS & LEVEL

Halfling - Stout

RACE

Folk Hero

BACKGROUND

NG

ALIGNMENT

BJ

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

15

+2

DEXTERITY

14

+2

CONSTITUTION

16

+3

INTELLIGENCE

8

-1

WISDOM

13

+1

CHARISMA

8

-1

2

INSPIRATION

PROFICIENCY BONUS

- ☒ 4 Strength
- ☐ 2 Dexterity
- ☒ 5 Constitution
- ☐ -1 Intelligence
- ☐ 1 Wisdom
- ☐ -1 Charisma

SAVING THROWS

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

SKILLS

18

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Thinking is for other people, I prefer action.

PERSONALITY TRAITS

I have to protect what I am responsible for.

IDEALS

I protect my family no matter what.

BONDS

I often act before I think.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Warhammr

+4

1d8+4

Crossbow l

+4

1d8+2

Handaxe

+4

1d6+4

Warhammer - Versatile (1d10)
Light Crossbow - 80/320 ft
2 Handaxe - 20/60 ft

ATTACKS & SPELLCASTING

Lucky - When you roll a 1, reroll and take new result

Brave - Advantage against frightened

Nimbleness - You can move through spaces of any creature larger than you

Stout - Advantage on saves against poison resistance against poison damage

Rustic Hospitality

Fighting Style - Dueling

Second Wind - Once/short rest heal 1d10+lvl as bonus action

13

PASSIVE WISDOM (PERCEPTION)

Common
Halfling
Axion

Tinker tools
Land vehicles

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

Chainmail - Stealth dis
Shield
Backpack
Bedroll
Mess kit
Tinderbox
10 Torches
10 rations
Waterskin
50 ft hempen rope
Tinker tools
Shovel
Iron pot
Common clothes

EQUIPMENT

FEATURES & TRAITS



Corbin

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Owayn was born 24 years ago as the oldest of a set of twins (together with Aoife). This was a joyous occasion as twins mean good luck among the Oakwanderers.

In his early youth was nothing special, although his development was a bit slower than that of Aoife. He started walking later, started to talk later and with many other skills it took him longer to master is. This made him let his sisters (Aoife and Noirhin (Nora)) do the talking when needed. Not that he was shy he just knew his sisters were better in this.

From an early early age like liked being outside and helping his father and uncles around the farm. Lifting, carrying and fixing things. He look a particular liking to herding the families sheep and goats.

As the family grew and the house got more crowded Owayn often set out for longer tracks and sometimes even slept outside. When not busy on the farm he often went to the training court of the village to train with weapons as Penthorfils is a dangerous area. As soon as he was of the appropriate age he joined the city militia and on times when there is less work on the farm he will join patrols. The family provided him with the gear for joining, paid by giving up their spot in line.

He tried to teach his younger sibling how to use weapons, but the results were mixed.

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CHARACTER BACKSTORY

When he was sixteen he took the goats and sheep to a particular meadow in the mountain, where certain herbs grow that make the goats milk taste better. On the second day one of his shepherd dogs, named Greyfur, started to bark aggressively. Owayn hurried toward the dog and saw a pack of wolves stalking the herd. The pack of wolves was not deterred by the usual shouting and barking and attacked. In a vicious fight Owayn managed to kill the leader of the pack and the other dogs managed to chase the rest. Unfortunately Greyfur died, something that Owayn still regrets.

Wounded Owayn let the herd back to village, where he was heralded as a hero for a short while. A large scar running over the middle of his forehead and over the top of his nose and over his right cheek is a reminder of this deed.

During that time he was flirting with Carysh Gwehyd and after the fight with the wolf this seems to have turned to love. But this slowly fizzled out as time went on. Carysh was deterred by the scar and a more redrawn Owayn trying to cope with the loss of Greyfur. Since that Owayn hasn't been in a relationship.

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

4

8

2

5

9

SPELLS KNOWN