

Tristan Varn

CHARACTER NAME

Fighter 5

CLASS & LEVEL

Human

RACE

Noble

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

16

+3

CONSTITUTION

15

+2

INTELLIGENCE

11

+0

WISDOM

14

+2

CHARISMA

8

-1

X

INSPIRATION

+3

PROFICIENCY BONUS

- ☒ +3 Strength
- ☐ +3 Dexterity
- ☒ +5 Constitution
- ☐ +0 Intelligence
- ☐ +2 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☒ +6 Acrobatics (Dex)
- ☒ +5 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +3 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☒ +3 History (Int)
- ☒ +5 Insight (Wis)
- ☒ +2 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☒ +2 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☒ +6 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

16

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 54

54

CURRENT HIT POINTS

0

TEMPORARY HIT POINTS

Total 5

5

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

Tristan is a disciplined and thoughtful individual, marked by a calm demeanor that conceals an intense fire to prove himself. He is meticulous in his actions, valuing preparation and strategy over

PERSONALITY TRAITS

- Honor Through Action: Tristan believes that deeds define a person more than words or titles. He seeks to build his legacy through meaningful

IDEALS

- Family Name: Tristan is deeply tied to the reputation of House Varn. He feels obligated to protect and enhance his family's legacy.

BONDS

- Self-Doubt: Tristan's constant comparison to his brother leaves him second-guessing his decisions, sometimes paralyzing him in critical moments.

FLAWS

Features: Action Surge, Archery, Combat Superiority, Extra Attack, Fighting Style, Maneuver Options, Maneuver: Disarming Attack, Maneuver: Maneuvering Attack, Maneuver: Pushing Attack, Resourceful, Second Wind, Sharpshooter, Skilled, Skilled: Athletics, Skilled: Insight, Skilled: Stealth, Skillful: Intimidation, Student of War, Student of War: Animal Handling, Student of War: Calligrapher's Supplies, Tactical Mind, Tactical Shift, Tough, Versatile

15

PASSIVE WISDOM (PERCEPTION)

Weapons: Simple, Martial;  
Armor: Light, Medium, Shields, Heavy;  
Tools: Calligrapher's Supplies, Chess Set;  
Languages: Common, Draconic, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

40

PP

0

+1 Longbow, Adamantine Breastplate, Crowbar, Fine Clothes, Scimitar, Shortsword, Unarmed Strike

EQUIPMENT

FEATURES & TRAITS



# Tristan Varn

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

As the eldest son of Lord Darius Varn, one of the Emperor's most celebrated generals, Tristan was born into a legacy of greatness. His path seemed clear: to follow in his father's footsteps and inherit the esteemed title that his family carried for generations. Yet, after joining the army, Tristan found his progress to be slow and unremarkable. At the same time, he faced an unexpected rival - his younger brother, Adrien, whose charisma and daring feats of bravery quickly made him a rising star among the warriors.

Where Adrien thrived in the clash of swords and the roar of the battlefield, Tristan demonstrated an affinity for strategic precision and agility. He excelled in archery from a young age, able to strike targets at incredible distances with an uncanny accuracy. While he trained with the blade like any noble warrior, his swordsmanship lacked the sheer power of his peers, and he often relied on speed and precise strikes to outmaneuver stronger foes. His analytical mind allowed him to develop unique battlefield strategies, but also made him doubtful and slow to action. As a result, Tristan's potential seemed to pale in comparison to Adrien's heroic exploits. Driven by a relentless desire to prove his worth, Tristan now forges his own path. He believes that through extraordinary feats of precision and mastery, he can step out of his brother's shadow and find the respect he so yearns.

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CHARACTER BACKSTORY

Lined area for notes or descriptions.

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Lined area for notes or descriptions.

ADDITIONAL FEATURES & TRAITS

38 Arrows, Backpack, 20 Caltrops, 2 Oil, Perfume, Potion of Greater Healing, Quiver, 10 Rations, Rope, Tinderbox, 10 Torch, Waterskin

Lined area for notes or descriptions.

TREASURE

Lined area for notes or descriptions.



SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

11

SPELL SAVE DC

+3

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN