

## Blaid



Race: Shadow (Elden Ring)

Class: Fighter

Level: 1

Alignment: Chaotic, Lawful.

### Attributes

Strength (STR): 16 + 2 race (+4)

Dexterity (DEX): 13 + 1 race (+2)

Constitution (CON): 16 (+3)

Intelligence (INT): 8 (-1)

Wisdom (WIS): 10 (0)

Charisma (CHA): 9 (-1)

Hit Points

Maximum HP: 13 (10 base + 3 CON)

Hit Dice: 1d10 per fighter level

Proficiencies

Savings: Strength, Constitution

Skills: Athletics, Intimidation, Perception

Equipment

Weapons: Greatsword; Whip; Light Crossbow

Armor: Chainmail

Other Items: Explorer's Pack - . Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The kit also has 50 feet of hemp rope tied to the side of it.

Racial Abilities: Wolf-Human Hybrid

Darkvision: Range 60 feet.

Keen Senses: Advantage on Wisdom (Perception) checks that rely on smell.

Natural Resistances: Resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Bestial Rage: As a bonus action, you can enter a bestial rage for 1 minute. While in this state, you gain a +1 bonus to melee attack and damage rolls, and a +10-foot bonus to your movement speed. After using this ability, you must complete a short or long rest to use it again.

Wolf Strength: You have advantage on Strength checks to resist being pushed or knocked prone.

Animal Language: You can communicate in simple, rudimentary ways with wolves and other canids.

Class Abilities: Fighter

Fighting Style (Dueling): When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Regain Breath: As a bonus action on your turn, you can gain temporary hit points equal to 1d10 + your fighter level. After using this ability, you must complete a short or long rest to use it again.