



Linette Emberwood

Level 3 - Fighter - Human - She/Her

Born in a humble family of tenant farmers, you grew close to your gnomish neighbours from a very young age. As time passed, you became increasingly aware of the exploitation, oppression, and prejudice they suffer from. Constant acts of solidarity and kindness led you naturally to joining the gnomish fight for emancipation.

Strength
+3
16

+2

Initiative

17

Armor Class

31

Max HP

Dexterity
+2
14

Personality Traits

My zeal for the cause is often more intense than some of my gnomish companions'.

Ideals

Freedom and equality for all. Old wrongs must be righted.

Flaws

I can be more sensitive to injustice than even my most aggressive companions in arms.

Constitution
+3
16

Bonds

My sisters and brothers in arms. Oh, and my parents, 2 sisters and kid brother.

---ACTIONS---

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improve, Two-Weapon Fighting, Interact with an Object

Intelligence
-1
9

- +2** Acrobatics DEX
- +2** Animal Handling WIS
- 1** Arcana INT
- +5** Athletics STR (P)
- +1** Deception CHA
- 1** History INT
- +0** Insight WIS
- +3** Intimidation CHA (P)
- 1** Investigation INT
- +0** Medicine WIS
- +1** Nature INT (P)
- +0** Perception WIS
- +1** Performance CHA
- +1** Persuasion CHA
- 1** Religion INT
- +2** Sleight of Hand DEX
- +2** Stealth DEX
- +0** Survival WIS

--- BONUS ACTIONS ---

Second Wind • 1 / Short Rest

Once per short rest, you can use a bonus action to regain 1d10 + 3 HP.

--- SPECIAL ---

Action Surge • 1 / Short Rest

You can take one additional action on your turn. This can be used 1 times per short rest.

Tool Proficiencies:

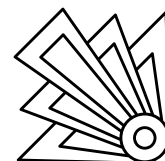
Vehicles (Land)

Languages:

Common, Dwarvish, Gnomish

Wisdom
+0
10

Charisma
+1
12



Full character information in FVTT