

Rescue Team Tiamats: Aci: 25 S.T: 27

D&D ADVENTURERS LEAGUE

Prof. Bonus: +5
NEXT LVL: (15) 165,000 XP XP LEFT: 25,000 XP
NEXT-NEXT LVL: (16) 195,000 XP PROF. BONUS: +5 XP LEFT: 55,000
TOTAL LEVEL: 15

Ranger 4 / Fighter 11 CLASS & LEVEL
Outlander BACKGROUND
SEHAMINE
CG ALIGNMENT
MAX PLAYER NAME
OKAMIDEN FACTION
Upright Wolf RACE
TOTAL LVL: 15 EXPERIENCE POINTS
TYRANNY OF DRAGONS DCI NUMBER

Beto Wolf: The Wolf
NICKNAME: BEO BOY

CHARACTER NAME: **Beto Wolf**

SAVINTY: 14 (+2)

STRENGTH: +6 (23)

DEXTERITY: +5 (20)

CONSTITUTION: +7 (24)

INTELLIGENCE: +1 (13)

WISDOM: +3 (16)

CHARISMA: 0 (10)

INSPIRATION: 1

PROFICIENCY BONUS: +6

SAVING THROWS: Strength +1, Dexterity Adv. (Nasty), Constitution +1, Intelligence +1, Wisdom +1, Charisma +1, Sanity

ACROBATICS (Dex) +1
ANIMAL HANDLING (Wis)
ARCANA (Int)
ATHLETICS (Str)
DECEPTION (Cha)
HISTORY (Int)
INSIGHT (Wis)
INTIMIDATION (Cha)
INVESTIGATION (Int) +5
MEDICINE (Wis)
NATURE (Int) Adv. (Track Prof. Doubled)
PERCEPTION (Wis) +5
PERFORMANCE (Cha)
PERSUASION (Cha)
RELIGION (Int)
SLEIGHT OF HAND (Dex)
STEALTH (Dex) (Exp.)
SURVIVAL (Wis) Adv. (Track Prof. Doubled)

Hit Point Maximum: 203

CURRENT HIT POINTS: 44

BLOODED: 101
DEATH AT: 406

RESISTANCES: Fire / Ring of Regen

TEMPORARY HIT POINTS

ARMOR CLASS: 23/25

INITIATIVE: +5

SPEED: 30/40 (small fowls)

Total: 15 d10
SOYT
*Per night of wound closure
HIT DICE

SUCCESSES: ○○○○

FAILURES: ○○○○

DEATH SAVES

PERSONALITY TRAITS: I don't like to bathe. I require that all food/drink be served in a bowl or plate and proceed to devour it w/out using paws.

IDEALS: I am committed to the people I care about, not ideals.

BONDS: Loyal to each other & Leosan. Felt like a coward for leaving the pack, would like to have the courage to return.

FLAWS: Long Toe Nails / Incantation:

* EXHAUSTION LVL!

NAME	ATK BONUS	DAMAGE / TYPE
Teeth/claws	+12	1d6+6 piercing / 1d4+6 slashing
Vorpal Longsword of Dragonslaying	+15	1d8+10 slashing +3d6 against dragons
Quarry: (+1d6)		Adapted Piercing (R30/100)
Weldritch strikes		Hit a creature w/ a w/ w/ ATK, it has disadvantage on the next S.T. it makes against a spell you cast

FEAR: Terrified of Drowning and mortified of Dragons.

CURSE: "Don't patronize me!" Growls when mad/whimpers when scared & twicks tail.

ATTACKS & SPELLCASTING

Resilient: CON / INT

FEIGHTING STYLE: DEFENSE / Two weapon Fighting

FAVORED ENEMY: DRAGONS

- Have Adv. on Survival checks to track enemies & INT checks to recall info.
- NATURAL EXPLORER: FORESTS:
 - When making INT/WIS checks, Prof is doubled.
 - Traveling for 1hr in forest, you gain:
 - Difficult terrain doesn't slow travel
 - can't be lost except by magical means
 - Foraging, navigating, or tracking, remain alert to danger.
 - Traveling Alone, Travel Stealthily at a normal pace
 - Foraging, find & find food/water
 - When tracking other creatures, learn their exact sizes, Ht., and how long ago they passed
- WANDERER: Excellent memory for maps & geography & can always recall general layout of terrain, settlements, & other features. Find fresh food/water for up to 5 people each day, provided the land offers berries, small game, water, etc.
- Hoard Breaker: once on each turn when you make a weapon attack you can make another ATK w/ the same weapon against a different creature w/in SPT. of original target and w/in range of weapon.
- SECOND WIND (B.A.): Regain HP equal to 1d10 fighter Lvl. (SA/LR)
- ACTION SURGE: Gain 1 extra action & a possible bonus action (SA/LR).
- EXTRA ATK: ATK twice when you take the ATK action inside.
- EXPERIENCE: X2 = (LVL 15) / 1st catch
- INDOMINABLE: (LVL 13) (LR)
Reroll a Saving throw that you fail. You must use the new roll.

PASSIVE WISDOM (PERCEPTION): 24

ARMOR: Light/med armor & shields

WEAPON: Simple/martial weapons

TOOLS: Fine/Theives Tools

LANGUAGES: Common, Wolf King, Draconic

VISION: D.V. 60FT w/ goggles

WOLF ANCESTRY: You can use your claws/teeth as an improvised weapon that deals 1d4 dmg on a hit (Fine ss).

KEEN SENSES: Prof. in perception. Cannot be surprised. can sense in Darkness AS IF using Dark Vision.

Deputized by: Council of Wakerdeep

OTHER PROFICIENCIES & LANGUAGES

ROUNDS: 1

TRENKET: A wolf's paw that is preserved hangs from a plain leather neckpiece.

Aviation of Health (6d4+6) (100)

Heavenly Blessing (1d10)

Ancient Draconic Rite

Dioklana's Blak Tempus

Dork Heart's Blood Temple

AC CALCULATION:

STUBBED LEATHER ARMOR: 12 + Dex mod

DEFENSE: +1

NO ARMOR: 10 + Dex mod

EQUIPMENT

Ephelomon 6000 HP

Kortanagmanogain

N S E NW N S S S W
N S W W W N S S E W

D&D ADVENTURERS LEAGUE

BETOWOLF THE WOLF BOY
CHARACTER NAME

(24 IN HUMAN YEARS)

13 IN DOG YEARS
AGE

5'11"

HEIGHT

110 LBS

WEIGHT

BLUE-GREEN
EYES

FUR
SKIN

BLONDE HAIR
HAIR



CHARACTER APPEARANCE

Faction Rank

Lunari (Adam)
Belamire (Kize)
Skywalker (Kyle)
Starhawk (Jeff)

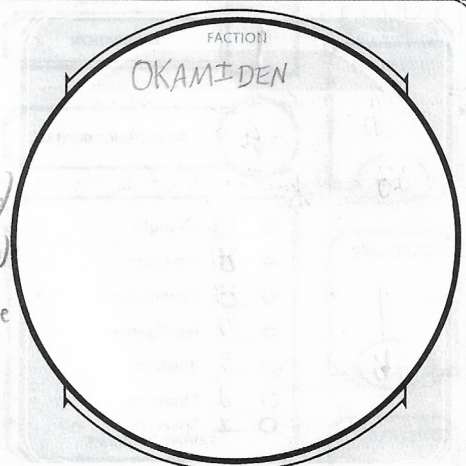
Lord Dagult Reverember (L.A.) male (Human)
Ladd Laurel Silverhand (L.A.) (Human)
Deaan Winterhand (Emerald) Half-Elf (M)
Remallin Haventree (non-Elf F) Harper
Marshall Ravensword (Human-M) Lord's Alliance
King Melandrach (widow M) LoA
Ambassador Brownvill (Shield-O) L.A.
Tieria Hornblade (Human-F) L.A.
Sir Kaern Isteval (Human-F) L.A.

Varem the white worm speaker
Tinkered Oakenshield
Buri the Ruffin Tumble in reverember

Gordon Fulcat
"Cult of Dragon"

Aganemnom

ALLIES & ORGANIZATIONS



FACTION
OKAMIDEN

A Scroll: Draconis Arcanem

"Dra Kill's"

Make

Killbolds

Scroll of "Dra Kill" Infusion:

Prime Ingredient: Dragonblood

6 Vials

Mist Forest Tam's
Followers
of Sehair

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE

Character: Betowolf

Magic Items

Ⓐ = Requires Attunement (NO MORE THAN 3) S.R. ● = Attuned ○ = Equipped

Ⓐ Studded Leather magic Armor ●

○ Gray Bag of Tricks: Dire wolves ●

Ⓐ Ring of Periaft wand, Health & Protection ● ●

Ⓐ Cloak of Defense, Protection & Hill Giant STR ● ●

Ⓐ Good Luck Vorpel sword of Dragon slaying ● ● Longsword

Vorpel sword: +3 to ATK/DMG
STONE OF Good Luck: +1 to ability / S.T.
Dragon slayer LP. (66) +1 to ATK/DMG

Ⓐ Ring of Fire Resistance, Regen & Mastery ● ●

○ Goggles of Night ●

D.V. 60 FT.

○ _____ ●

CHARACTER INFORMATION SHEET:

CHARACTER SIGIL:

PRIME NAME: BETOWOLF STARHEART : THE WOLF BOY

RACE: UPRIGHT WOLF

CLASS: RANGER 4 / FIGHTER 9

OCCUPATION: ALPHA OF THE OKAMI FOREST

FACTION: OKAMIDEN

NAMES: BEO (Pronounced "BAY-O") He's teased as he is called "BE-O" because he stinks cause he does not take baths. He hates being teased.

PERSONALITY:(PICK 2): I Don't Like To Bathe. I Require All Food/Drink To Be Served In A Bowl or Plate and Proceed to Devour It Without Using My Paws.

IDEALS:(PICK 1): I am committed to the people I care about, not ideals.

FLAWS: (PICK 2): Long Toe Nails :

Incontinent:

BONDS: (PICK 2):Loyal to each other and to Leosan.

Feels like a coward for leaving his pack and would like to have the courage to return and take his place as Alpha.

FEARS: (S): *Terrorfied of Drowning.

*Mortified of Dragons.

APPEARANCE: Minor Scar (Burn): The Burn is noticable on the side of my face & Arm from a collapse building.

Collar: Black collar with Green Paw Prints

Shirt: Brown/Gray Shirt

Pants: Black Gothic Style Pants

Ears: Ear Ring on Left Ear.

WEAPONS:

CLAWS/TEETH:

Hand Crossbow:

Shortsword:

Whip:

Longsword:

NPC CONNECTIONS: (2 Or More):LEOSAN

Quests: (PICK 2):* Become Alpha of the Okami Forest.

* Rescue Leosan

*Destroy the Cult of the Dragon and Take down the mother of dragons; Tiamat!

CHARACTER BACKSTORY: 18 years ago, when I was a pup, my village of Berdusk was attacked and set ablaze by a red dragon. As the dragon breathed its fire a top of the buildings, one of them managed to collapse around me as part of the wall landed on me, burning my face and left arm. I screamed, crying frantically as it caught the attention of the dragon. I was standing there scared. Scared I was going to die. My mother ran for me to sweep me up as she started running, carrying me. The dragon took off and started heading toward us. As it caught up, the wind off of it's wings forced my mother down as she tumbled face foward, dropping me as I rolled on the ground, making a loud snap as I screamed when a seering pain shot up my

CHARACTER BACKSTORY CONTINUED(IF NECESSARY): left arm. I tried to get up and turn tail and run, wetting myself along the way. When I looked back, it had done breathed it's fire again, burning my mother alive and was heading for me. I stupidly turned around to go back for mom, allowing the dragon to come down and grab me, swooping me up into the air with its taloned foot. I screamed. I freaked out. So I did the only thing I knew how to do, and that was biting. So I bit down onto it's scaley foot, causing it to release me as it growled loudly & flew off. Unknowingly we were above water at the time, I dropped, falling 70 feet before making a loud thump and a huge splash as I landed on my back in the Chionthar River knocking the breath out of me as I started to drown, till I passed out. I later woke up in a bed with someone tending to my wounds. My head pounded. My face and arms ached. I was bleeding and my bed was soaked with urine. I realized that I was severely mentally, physically, and emotionally scarred from the traumatic event. I soon came to learn hours later when I woke back up that I was in a clinic in Elturel and a Half-Elf Ranger named Leo-San found me unconcious, floating in the Chionthar River. He became my mentor, and Elturel is where I grew up at, and even though I was different from everyone else, I became family with him, along with his adopted students Valashak, Patrin, Belamere, and Rasmus. We left Elturel when we were 18, which I was 09 in Wolf years, as it is one Wolf year to two Human years. Well, I wasn't about to follow after everyone else, so I broke off and headed South of Elturel trying to get back to my hometown of Berdusk. As I headed into the Woods of Sharp Teeth, I came across the Okami Wolf Clan. This is where I learned how to hunt the right way, be trained as a warrior, and learned how to sharpen my senses and adapt to the wild. I pretty much became Pack Beta. I was adopted into the pack despite my Urological problem and lack of hygiene due to fear of deep water if it submerges past my chest. I was taken under the wing and cared for by the Alpha of the Tribe, Angus Okami, an Upright Wolf. He saw to my needs and understood my problems. It was through him that I learned how to be great with animals and children of the pack. I am usually quiet and suspicious of others if I don't know them too well. Like I am towards another Beta Wolf named Axell Inuzuka, whom I believe was jealous of not being taken care of by the Alpha like I was, nor his thirst for power allowing him to be an Alpha. But the only way to do that is to kill the current Alpha. Axell knew even though he was a werewolf, and Angus is an Upright Wolf, Uprights are all natural strength and a lot stronger than werewolves are. So he knew he couldn't challenge him. So instead, he poisoned him. Angus died in his sleep that night. I woke up in the middle of the night, wet from a nightmare. I went to him to get help cleaning up, but he wouldn't wake up. I screamed for help. I cried like a little baby. I learned that morning from the tribes medicine man that he died from poison and that by his will, I was to be next in line to be Alpha of the Okami Clan. Axell growled lowly at the news. I freaked out and ran out of the door and headed into the forest that surrounded the tribe to get away from it all. "I wished Leo-San was here", I said to myself under my breath. "He'll know what to do." "BETO! where did you go?!" I heard echoing through the woods. It was Axell. I could smell him. He was closing in on me and he wanted me dead. I ran. I ran back North heading for Elturel. I needed help. I needed Leo-San. When I arrived back in Elturel, I headed straight home. As I burst into the doorway, I saw my brothers standing in a circle awaiting for my arrival, it is when I learned that Leo-San, my mentor and like my father, had been kid-napped and now we have to go out and find him.