

Calla



class: fighter
subclass: arcane archer
race: fairy
background: engineer

INITIATIVE +3
SPEED 30ft.
ARMOR CLASS 14
MAX HP: 48
HIT DICE 1D10

- 3 Strength
- 4 Dexterity
- 5 Constitution
- 3 Intelligence
- 0 Wisdom
- 1 Charisma

CHARACTER TRAITS

Calla is very curious and adventurous.
She exhibits strong determination and creativity, particularly seen in her pursuit of studying mechanics and designing her own unique weapon.

BACKSTORY

Calla was born in an ordinary fairy family in Quaestio. She had a nice childhood, full of parental love. But there was something missing about this cottage life in a forest. Calla was fascinated by the gnome cities floating above the forests and their technology. When she turned fifteen, she was finally old enough to visit one of those cities on her own. Determined to find her true passion, she went to study mechanics there.
In her free time, she began designing her own weapon, aiming to create something unique that wasn't available on the market. After a few years, she had become highly skilled and self-sufficient. Although she loved her city life, she decided it was time to explore a bigger part of the world.
Calla set off on her journey, eager to see new places, meet diverse creatures, and discover more about the world beyond her forest and the gnome cities. Her mechanical skills and innovative weapon design would be her companions in the adventures that awaited her.

PROFICIENCY
BONUS +3
PASSIVE
PERCEPTION 13

- 4 Acrobatics
- 0 Animal Handling
- 6 Arcana
- 0 Athletics
- 1 Deception
- 3 History
- 3 Insight
- 1 Intimidation
- 6 Investigation
- 0 Medicine
- 3 Nature
- 3 Perception
- 1 Performance
- 1 Persuasion
- 3 Religion
- 4 Sleight of Hand
- 4 Stealth
- 0 Survival

