

11 Fighter champion

Soldier - Officer

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Mountain Dwarf

LG

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+5

20

DEXTERITY

+0

10

CONSTITUTION

+5

20

INTELLIGENCE

-1

9

WISDOM

+1

12

CHARISMA

+0

10

INSPIRATION

+4

PROFICIENCY BONUS

- ☒ +9 Strength
- ☐ +0 Dexterity
- ☒ +8 Constitution
- ☐ -1 Intelligence
- ☐ +1 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☒ +9 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☒ +3 History (Int)
- ☒ +4 Insight (Wis)
- ☒ +5 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

21

ARMOR CLASS

+0

INITIATIVE

25

SPEED

Hit Point Maximum 125

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 11 d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I'm haunted by memories of war, I can't get the images of violence out of my head.

I can stare down a hellhound without flinching.

PERSONALITY TRAITS

Nation - My city, nation or people are all that matter to me.

IDEALS

My honor is my life.

BONDS

My hatred of my enemies is blind and unreasoning.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

hand axe +9 1d6+7 sl.

longsword +9 1d8+7 sl.

Javelin +9 1d6+7 pi.

Hand axe, thrown (20/60)

Ring of Evasion

3 charges, when you fail a Dex saving throw you can use your reaction to expend 1 charge to succeed instead

Javelin of Lightning

it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, half on a success. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.

The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Common, Dwarvish

Simple Weapon  
Martial Weapons  
All Armor  
Shields

OTHER PROFICIENCIES & LANGUAGES

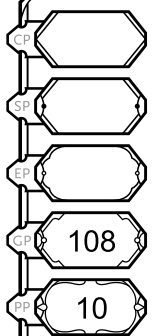


Plate armor, 18 AC  
Shield +2 AC  
Army Insignia  
Piece of an enemy banner.  
Deck of Cards  
Common Clothes  
Backpack  
Bedroll  
Mess Kit  
Tinder Box  
10 x Torches  
10 x Rations  
Waterskin  
50 Foot Hempen Rope

EQUIPMENT

Mountain dwarf traits

Darkvision 60 ft

Dwarven resilience - advantage on TS against poison, resistance to poison damage  
Stonecunning - proficient in History checks on stoneworks

Lvl 1 - Fighting Style, Defense +1 AC

Lvl 1 - Second Wind, Bonus Action, 1d10  
+Fighter lvl (regain at Short or Long Rest)

Lvl 2 - Action Surge, Take ONE additional action. (regain at Short or Long Rest)

Lvl 3 - Improved Critical. Crit on a natural 19 or 20.

Lvl 5 - Extra Attack, When you take the attack action, you may attack twice total.

Lvl 7 - Remarkable Athlete, You can add 1/2 your proficiency (round up) to any STR, DEX, CON check that DOES NOT already have your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your STR mod.

Lvl 9 - Indomitable, 1 USE Currently, This allows you to reroll a saving throw that you fail, and you must take the new roll. After you use this feature you must have a long rest before using it again.

Lvl 10 - Additional Fighting Style, Dueling, When you are wielding a melee weapon in one hand and no other weapons, you can add +2 to your damage roll.

Lvl 11 - Extra Attack, When you take the attack action, you may attack three times total.

FEATURES & TRAITS