

11 Fighter Eldritch Knight Sailor CLASS & LEVEL BACKGROUND PLAYER NAME Human Ν ALIGNMENT **EXPERIENCE POINTS**



16

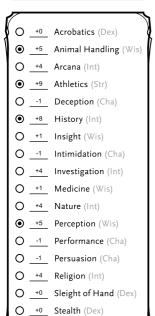
INTELLIGENCE

(14)19

WISDOM

12

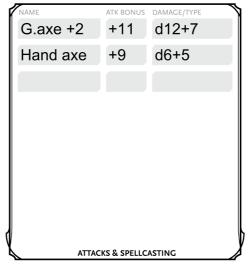
CHARISMA



+1 Survival (Wis) SKILLS

PASSIVE WISDOM (PERCEPTION)





Im 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.

My hatred of my enemies is blind and unreasoning.

FLAWS

Tough: +2 hit poit for level

Lvl 1 - Fighting Style, Greater Weapon Fighting: when you roll 1 or 2 on a damage dice when you make a melee attack whit melee weapon that you are wielding with two hands, you can reroll an you must use the new roll

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

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

Lvl 3 - weapon bond: you can't be disarmed of that weapon unless you are incapacitated. if it is in the same plane of existence, you can summon that weapon as a bonus actions on your turn, causing it to teleport instantly to your

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

Lvl 7 - War Magic: when you use your actions to cast a cantrips you can make one weapon attack as bonus actions

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 - Eldritch Strike: when you hit a creature whit a melee weapon attack, that creature has disvantage on the next saving throw it makes against a spell you cast before the end of your next turn

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

FEATURES & TRAITS

Common, Draconic

Simple Weapon Martial Weapons All Armor Navigator's tools vehicles (water)

OTHER PROFICIENCIES & LANGUAGES

3500

Plate armor, 18 AC Exploree's Pack Belaying pin 50 feet of silk rope rabbit foot set of common clothes headband of intellect

EQUIPMENT

