

CHARACTER NAME

11 Fighter Eldritch Knight Sailor

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

N

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+5

20

DEXTERITY

+0

10

CONSTITUTION

+3

16

INTELLIGENCE

+4

(14)19

WISDOM

+1

12

CHARISMA

-1

9

INSPIRATION

+4

PROFICIENCY BONUS

- ☒ +9 Strength
- ☐ +0 Dexterity
- ☒ +7 Constitution
- ☐ +2 Intelligence
- ☐ +1 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☒ +5 Animal Handling (Wis)
- ☐ +4 Arcana (Int)
- ☒ +9 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☒ +8 History (Int)
- ☐ +1 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +4 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +4 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +4 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

18

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum 125

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 11 d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

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.

BONDS

My hatred of my enemies is blind and unreasoning.

FLAWS

Tough: +2 hit point 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 with a melee weapon that you are wielding with two hands, you can reroll and you must use the new roll

Lvl 1 - Second Wind, Bonus Action, 1d10 +Fighter lvi (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 action on your turn, causing it to teleport instantly to your hand.

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 cantrip 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 with a melee weapon attack, that creature has disadvantage 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.

15

PASSIVE WISDOM (PERCEPTION)

Common, Draconic

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

OTHER PROFICIENCIES & LANGUAGES

CF

SF

EP

GF

PF

Plate armor, 18 AC  
Exploree's Pack  
Belaying pin  
50 feet of silk rope  
rabbit foot  
set of common clothes  
3500  
headband of intellect

EQUIPMENT

FEATURES & TRAITS



SPELLCASTING  
CLASS

Int

SPELLCASTING  
ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK  
BONUS

0

CANTRIPS

Blade Ward 218

Light 255

Message 259

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Shield 275
- ☐ Thunderwave 282
- ☐ Magic Missile 257
- ☐ Burning Hands 220
- ☐ Protection from Evil and Good 270

2

3

- ☐ Blur 219
- ☐ Scorching Ray 273
- ☐ Shatter 275

3

6

7

4

8

5

9

SPELLS KNOWN