

Fighter 15

Noble BACKGROUND

Player PLAYER NAME

CHARACTER NAME

<u>Dragonborn</u>

Neutral good

EXPERIENCE POINTS



INSPIRATION

PROFICIENCY BONUS

- DEXTERITY +2
- O +8 Strength O +2 Dexterity +6 Constitution O +1 Intelligence

O <u>+0</u> Wisdom

O _-l_ Charisma

CONSTITUTION +1

13

SAVING THROWS

- O +2 Acrobatics (Dex) O +0 Animal Handling (Wis) O +1 Arcana (Int) O +8 Athletics (Str)
 - O _-1 Deception (Cha) O +6 History (Int)
- O +0 Insight (Wis)
- O +/ Investigation (Int)
- O +0 Medicine (Wis)

- \bigcirc <u>+2</u> Sleight of Hand (Dex)

SKILLS



Hit Point Maximum

96

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 15d10 HIT DICE

SUCCESSES O=O=O FAILURES O=O=O **DEATH SAVES**

How does your character behave? See the PHB for examples of all the sections below

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PERSONALITY TRAITS

What does your character believe in?

IDEALS

Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

Describe your characters interesting flaws.

FLAWS









ATTACKS & SPELLCASTING

Features

Action Surge Breath Weapon Combat Superiority (d10) Commander's Strike Damage Resistance Disarming Attack Distracting Strike Draconic Ancestry Evasive Footwork Extra Attack (3x) Fighting Style (Select One) Indomitable (2x/LR) Know Your Enemy Lunging Attack Parry Position of Privilege Rallu Relentless Second Wind

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PASSIVE WISDOM (PERCEPTION)

Languages: Elvish, Common, Draconic Weapons: All weapons. Armor: All armor, shields.

Other:

Other Equipment Weight: 67.0 lb Capacity: 255 lb 2

3 GP (PP

4

EP

Sweeping Attack

Student of War

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT FEATURES & TRAITS