

Fighter 15 CLASS & LEVEL

Noble BACKGROUND

Player PLAYER NAME

0

Dragonborn

Neutral good

EXPERIENCE POINTS



17

INSPIRATION

+5

PROFICIENCY BONUS

- DEXTERITY +2 14
- O +8 Strength O +2 Dexterity +6 Constitution +/ Intelligence O +0 Wisdom O _-1 Charisma
- CONSTITUTION +1

13

INTELLIGENCE

+1

12

WISDOM

+0

10

CHARISMA

9

O +2 Acrobatics (Dex)

SAVING THROWS

- O +0 Animal Handling (Wis)
- O +1 Arcana (Int)

- +0 Medicine (Wis)
- O +/ Nature (Int)
- O -/ Performance (Cha) O +4 Persuasion (Cha)
- O +/ Religion (Int)

- O +0 Survival (Wis)

SKILLS

16 30 INITIATIVE SPEED

Hit Point Maximum 96

CURRENT HIT POINTS

96

TEMPORARY HIT POINTS

Total 15d10 HIT DICE

Greatsword

Longbow

Battleaxe

Armour: Chain Mail

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

2d6+3/s

1d8+2/p

1d8+3/s

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

PERSONALITY TRAITS

What does your character believe in?

IDEALS

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

BONDS

Describe your characters interesting flaws.



- +0 Insight (Wis) +4 Intimidation (Cha)
- +/ Investigation (Int)
- O +0 Perception (Wis)

- O +2 Sleight of Hand (Dex)
- O +2 Stealth (Dex)

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Languages: Elvish, Common, Draconic

Weapons: All weapons. Armor: All armor, shields.

Other:

2

Other Equipment Weight: 67.0 lb

4

3

EP

Capacity: 255 lb

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

Features

Action Surge

Breath Weapon

Relentless Second Wind Student of War Sweeping Attack

Rally

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES