


CHARACTER NAME

EXPERIENCE POINTS

FEATURES & TRAITS

[illegible]

<p>Total: <u>1</u></p> <p>1</p> <p>SECOND WIND</p>	<p>Total: <u>1</u></p> <p>1</p> <p>ACTION SURGE</p>
<p>Total: <u>2</u></p> <p>2</p> <p>INDOMITABLE</p>	<p>Total: <u>20</u></p> <p>20</p> <p>ARROWS</p>
<p>Total: <u>3</u></p> <p>3</p> <p>FIGHTING SPIRIT</p>	<p>Total: _____</p>
<p>Total: _____</p>	<p>Total: _____</p>
<p>Total: _____</p>	<p>Total: _____</p>



SPELLCASTING CLASS

NONE

SPELLCASTING ABILITY

0

SPELL SAVE DC

0

SPELL ATTACK BONUS

0

CANTRIPS

3

0

6

0

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

4

0

7

0

2

0

5

0

8

0

9

0

FEATURES & TRAITS

Ability Score Increase

Your Strength score increases by 2, and your Constitution score increases by 1.

Darkvision

Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing

You gain proficiency in the Intimidation skill.

Relentless Endurance

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Fighting Style: Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Martial Archetype: Samurai

Skill (Stealth) Expert

- Increase one ability score of your choice by 1, to a maximum of 20. - You gain proficiency in one skill of your choice. - Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Skill (Athletics) Expert

You have a knack for learning new things. You gain the following benefits: - You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice. - Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus

Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. +2 strength

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Indomitable

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

Fighting Spirit

Starting at 3rd level, your intensity in battle can shield you and help you strike true. As a bonus action on your turn, you can give yourself advantage on all weapon attack rolls until the end of the current turn. When you do so, you also gain 5 temporary hit points. The number of hit points increases when you reach certain levels in this class, increasing to 10 at 10th level and 15 at 15th level. You can use this feature three times. You regain all expended uses of it when you finish a long rest.

Elegant Courtier

Starting at 7th level, your discipline and attention to detail allow you to excel in social situations. Whenever you make a Charisma (Persuasion) check, you gain a bonus to the check equal to your Wisdom modifier. Your self-control also causes you to gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

Tireless Spirit

Starting at 10th level, when you roll initiative and have no uses of Fighting Spirit remaining, you regain one use.

SPELLS