



DUNGEONS & DRAGONS®

Faye Thalarys

CHARACTER NAME

Champion Fighter 6

CLASS & LEVEL

Dragonborn

RACE

Halbes Drachenblut

BACKGROUND

PLAYER NAME

Lawful Evil

ALIGNMENT

EXPERIENCE POINTS

STRENGTH	4
	18

DEXTERITY	1
	12

CONSTITUTION	2
	14

INTELLIGENCE	0
	10

WISDOM	0
	11

CHARISMA	-1
	9

PASSIVE WISDOM (PERCEPTION)	13
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INSPIRATION

PROFICIENCY BONUS	3
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SAVING THROWS
<input checked="" type="radio"/> 7 Strength
<input type="radio"/> 1 Dexterity
<input checked="" type="radio"/> 5 Constitution
<input type="radio"/> 0 Intelligence
<input type="radio"/> 0 Wisdom
<input type="radio"/> -1 Charisma

SKILLS
<input type="radio"/> 1 Acrobatics (Dex)
<input type="radio"/> 0 Animal Handling (...)
<input type="radio"/> 0 Arcana (Int)
<input type="radio"/> 4 Athletics (Str)
<input type="radio"/> -1 Deception (Cha)
<input type="radio"/> 0 History (Int)
<input type="radio"/> 0 Insight (Wis)
<input checked="" type="radio"/> 2 Intimidation (Cha)
<input type="radio"/> 0 Investigation (Int)
<input type="radio"/> 0 Medicine (Wis)
<input type="radio"/> 0 Nature (Int)
<input checked="" type="radio"/> 3 Perception (Wis)
<input type="radio"/> -1 Performance (Cha)
<input type="radio"/> -1 Persuasion (Cha)
<input type="radio"/> 0 Religion (Int)
<input type="radio"/> 1 Sleight of Hand (D...
<input type="radio"/> 1 Stealth (Dex)
<input type="radio"/> 0 Survival (Wis)

PASSIVE WISDOM (PERCEPTION)	13
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LANGUAGE: Common, Draconic
ARMOR: Heavy Armor, Light Armor, Medium
Armor, Shields
WEAPON: Greatsword, Martial weapons,
Simple weapons

OTHER PROFICIENCIES & LANGUAGES

16	INITIATIVE	30
ARMOR CLASS	SPEED	

Hit Point Maximum	40
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CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total	6	SUCCESES	<input type="radio"/> <input type="radio"/>
HIT DICE		FAILURES	<input type="radio"/> <input type="radio"/>

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Greatsword	+7	2d6+4 Slashing
Net	+4	1
Handaxe	+7	1d6+4 Slashing

ATTACKS & SPELLCASTING

CP	SP	EP	243	GP	PP
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EQUIPMENT
1 Chain Mail
1 Greatsword
1 Net
2 Handaxe
1 Dungeoneer's Pack
1 Backpack
1 Crowbar

loyal und pflichtbewusst Schwäche für Niedliches und Süßes
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PERSONALITY TRAITS

IDEALS

Wuchs bei ihrer liebevollen Mutter auf
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BONDS

Distanziert und kühl

FLAWS

Second Wind
Fighting Style: Great Weapon Fighting
Damage Resistance
Breath Weapon
Action Surge
Improved Critical
Extra Attack

FEATURES & TRAITS

NAME

ATK

DAMAGE/TYPE

CP

SP

EP

GP

PP

Total: 2

2

SECOND WIND

Total:

ATTACKS & SPELLCASTING

1 Hammer

9 Piton

10 Torch

1 Tinderbox

10 Rations

1 Waterskin

1 Hempen rope

1 Großschwert der Chance

1 Drachenblut Trank

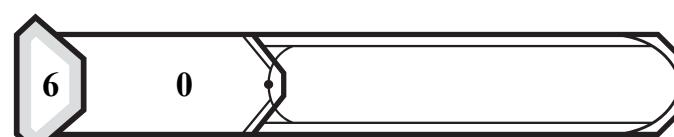
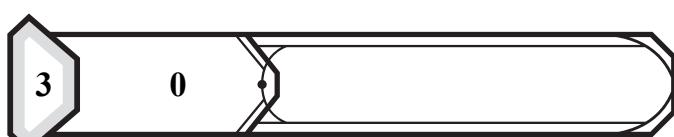
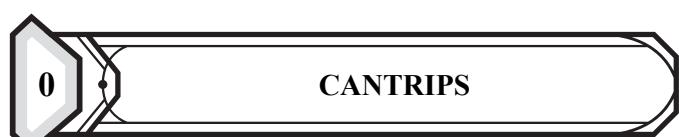
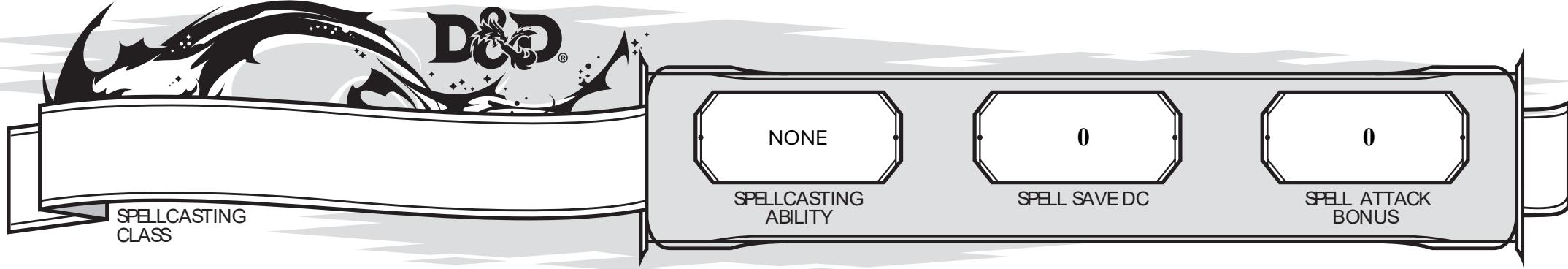
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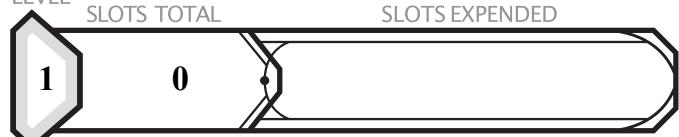
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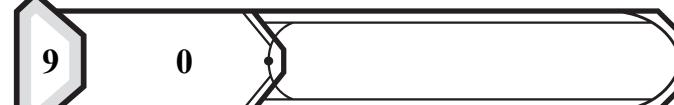
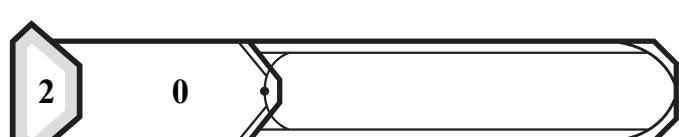
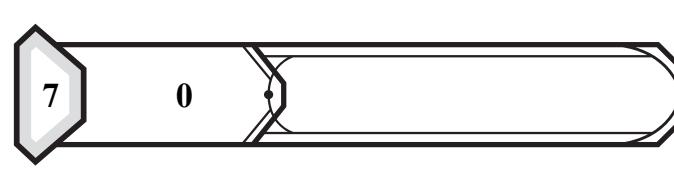
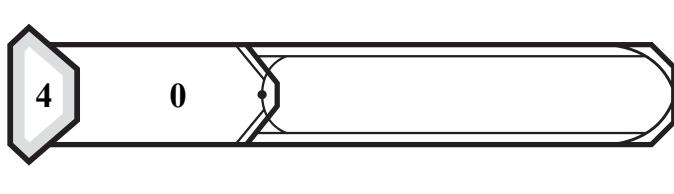
EQUIPMENT



SPELL LEVEL



SLOTS EXPENDED



FEATURES & TRAITS

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.

Fighting Style: Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Damage Resistance

You have resistance to fire damage.

Breath Weapon

You can use your action to exhale destructive energy. Your red draconic ancestry means this exhalation is a 15 ft. cone dealing fire damage. When you use your breath weapon, each creature in the area of the exhalation must make a Dexterity saving throw. The DC for this saving throw equals $8 +$ your Constitution modifier + your proficiency bonus. A creature takes $2d6$ damage on a failed save, and half as much on a successful one. The damage increases to $3d6$ at 6th level, $4d6$ at 11th level, and $5d6$ at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

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.

Improved Critical

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20

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.

SPELLS