

NAME	ATK	DAMAGE/TYPE
ATTACKS & SPELLCASTING		

CP	SP	EP	GP	PP
1 Hammer				
9 Piton				
10 Torch				
1 Tinderbox				
10 Rations				
1 Waterskin				
1 Hempen rope				
1 Großschwert der Chance				
1 Drachenblut Trank				
EQUIPMENT				

Total:	2
2	
SECOND WIND	

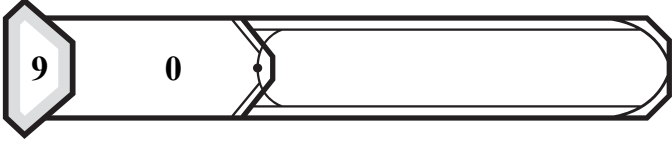
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FEATURES & TRAITS

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