



CHARACTER NAME

Fighter 1

CLASS & LEVEL

Human

RACE

Noble

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

9

-1

CONSTITUTION

15

+2

INTELLIGENCE

11

+0

WISDOM

13

+1

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- +5 Strength
- -1 Dexterity
- +4 Constitution
- +0 Intelligence
- +1 Wisdom
- +2 Charisma

SAVING THROWS

- -1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +5 Athletics (Str)
- +2 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)
- +2 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +3 Perception (Wis)
- +2 Performance (Cha)
- +4 Persuasion (Cha)
- +0 Religion (Int)
- -1 Sleight of Hand (Dex)
- -1* Stealth (Dex)
- +1 Survival (Wis)

SKILLS

17

ARMOR
CLASS

-1

INITIATIVE

30ft

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

My flattery makes those I talk to feel wonderful and important. Also, I don't like to get dirty, and I won't be caught dead in unsuitable accommodations

PERSONALITY TRAITS

Responsibility. It's the duty of a noble to protect the common people, not bully them.

IDEALS

My greataxe is a family heirloom, and it's by far my most precious possession.

BONDS

I have a hard time resisting the allure of wealth, especially gold. Wealth can help me restore my legacy.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Greataxe +5 1d12+3 s

Light +5 1d6 p

Crossbow

*You can throw a javelin 30 feet, or up to 120 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

All armor, shields, simple weapons, martial weapons, playing cards

Languages:

Common, Draconic, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

25

Chain mail,* greataxe, 3 javelins, backpack, blanket, tinderbox, 2 days of rations, waterskin, set of fine clothes, signet ring, scroll of pedigree

*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

EQUIPMENT

Second Wind.

You have a limited well of stamina you can draw on to protect yourself from harm. 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 (Defense).

While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

Position of Privilege.

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

FEATURES & TRAITS