



POLICE OFFICER

Fighter 7 (Champion)

CLASS & LEVEL

Human

RACE

23,690

EXPERIENCE POINTS

Soldier

BACKGROUND

PLAYER NAME

House at Clearview Peak

CAMPAIGN or PLAYER ID

STR

+5

20

+3 PROFICIENCY BONUS

SAVING THROWS

- +8 Strength Saves *
- +2 Dexterity Saves
- +5 Constitution Saves *
- +0 Intelligence Saves
- +1 Wisdom Saves
- 1 Charisma Saves
- * Prof. bonus added

DEX

+2

14

CON

+2

15

INT

+0

11

WIS

+1

13

CHA

-1

9

SKILLS

- +4 Acrobatics (*Dex*)
- +1 Animal Handling (*Wis*)
- +0 Arcana (*Int*)
- +8 Athletics (*Str*) *
- 1 Deception (*Cha*)
- +0 History (*Int*)
- +1 Insight (*Wis*)
- +2 Intimidation (*Cha*) *
- +0 Investigation (*Int*)
- +1 Medicine (*Wis*)
- +0 Nature (*Int*)
- +4 Perception (*Wis*) *
- 1 Performance (*Cha*)
- 1 Persuasion (*Cha*)
- +0 Religion (*Int*)
- +4 Sleight of Hand (*Dex*)
- +4 Stealth (*Dex*) (*Disadv.*)
- +4 Survival (*Wis*) *

* Prof. bonus added

14 PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS (AC)

18

INITIATIVE

+2**30 ft.**

Armor Worn: Chain mail and shield

HIT POINTS

60

HIT DICE

7d10

DEATH SAVED: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Extra Attack. When making an Attack action, you may make two attacks rather than one.

Justice. (*Billy club*) *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 1d8+5 bludgeoning damage.

SPECIAL ABILITIES

Police Academy Training. +1 to athletics checks

PROFICIENCIES & LANGUAGES

Saving Throws: Strength, Constitution

Skills: Athletics, Intimidation, Perception, Survival, Acrobatics

EQUIPMENT & TREASURE

Carried Gear: Justice (billy club), handcuffs (can be used to restrain 1 person)

Lifting and Carrying: 300 lbs. max. carrying capacity; 600 lbs. pushing or dragging (speed -5 ft.); 600 lbs. max. lift.