



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

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

CHA

-1

9

14 PASSIVE WISDOM (PERCEPTION)

SPEED

ARMOR CLASS (AC)

INITIATIVE

18

+2

30 ft.

Armor Worn: Chain mail and shield

HIT POINTS

60

HIT DICE

7d10

DEATH SAVES: 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.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 1d8+5 slashing damage. (If used two-handed in melee, does 1d10+5 damage.)

Javelin. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 1d6+5 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

MAGIC & SPECIAL ATTACKS

Fighting Style: Protection. Use reaction with shield to cause disadvantage on attack against target in 5 feet.

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Human Traits [PHB p. 29]

- Age: 34-years-old
- Medium Size (5' 9", 201 lbs.)

Class Features [PHB p. 70]

- Fighting Style (Protection)
- Second Wind (regain 1d10+7 h.p.)
- Action Surge (extra action in turn once betw. short rests)
- Improved Critical (crit on 19 or 20)
- Extra Attack (2/attack)
- Remarkable Athlete (boost jumping and non-prof. Str, Dex, Con skills)

Background Features [PHB p. 140]

- Military Rank

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons

Tools: one type of gaming set, vehicles (land)

Saving Throws: Strength, Constitution

Skills: Athletics, Intimidation, Perception, Survival

Languages: Common, Orc

EQUIPMENT & TREASURE

Carried Gear: chain mail armor (AC 16), shield (AC +2), longsword, javelin, gaming set (playing card set), belt pouch, set of common clothes, an insignia of rank, a trophy taken from a fallen enemy (dagger, broken blade, or piece of a banner)

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

Coins & Gems: 713 gold pieces (gp); 37 silver pieces (sp); 2 copper pieces (cp); 4 gems (worth 50 gp each)