

Monsoon

CHARACTER NAME

Fighter/Battle Master 3

CLASS & LEVEL

Human

RACE

Outlander

BACKGROUND

Lawful Neutral

ALIGNMENT

Nick

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

17

+3

DEXTERITY

16

+3

CONSTITUTION

15

+2

INTELLIGENCE

11

0

WISDOM

16

+3

CHARISMA

13

+1

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +5 Strength
- ☐ +3 Dexterity
- ☒ +4 Constitution
- ☐ 0 Intelligence
- ☐ +3 Wisdom
- ☐ +1 Charisma

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'll do whatever it takes to get what I want. I don't take shit from anybody and tend to err on the side of violence.

PERSONALITY TRAITS

Nature is more important than civilized ideals. Honor and strength rule all else.

IDEALS

I am the last of my tribe, and must preserve their legacy and ancestry. I am going to bring the pain on those who killed my family.

BONDS

My drive for vengeance will cause me to go against my own ideals. I am willing to endanger myself for the people I truly care about.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Glaive

+5

1d10 +3 slashing

ATTACKS & SPELLCASTING

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

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.

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 nish a short or long rest before you can use it again.

Action Surge. You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must nish 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.

Combat Superiority. See the Players Handbook for details.

Student of War. See the Players Handbook for details.

15

PASSIVE WISDOM (PERCEPTION)

Languages. Celestial, Common

Weapon. Simple, Martial

Armor. Light, Medium, Heavy, Shields

Tools. Horn, Drum

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



Monsoon

CHARACTER NAME

32 years

AGE

6'1

HEIGHT

190

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

At a very young age, my family was attacked at sea. Our ship was destroyed by and I washed up on an unknown foreign shore. I never found out what destroyed the ship and was too young to remember. I was saved by a tribe who lived in the nearby jungle. They raised me as one of their own training me in the arts of hunting, killing, slayin' pussy, and brought me up in their religion, which focuses on nature as the source of all life. This tribe became masters of taming panthers in the jungle to assist with protecting our village and to use on our hunts. We spent our days climbing the trees, taming panthers, fishing and embracing the nature that surrounds us. As a raider in our village, I learned to be proficient in many fighting styles and weapons. My specialties lie in the glaive and daggers, along with some archery. One day, while on a hunt, my tribe was attacked by a foreign invasion. There were very few survivors and those who remained among us were left with nothing and were forced to travel a long distance in order to get away from the invasion. I was the sole survivor of that journey and all I have with me are basic clothes and my tribes ancestral war glaive which I was able to scavenge from the wreckage. Now my sole focus in life is to bring death to those who killed my families, and restore my ancestry in the jungles. In the mean time, I spend my time working as a sword for hire - I'm good at it, helps me train for my vengeance, and I gotta make that paper.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN