



# 娜可露露

Fighter 6 (Samurai)

CLASS &amp; LEVEL

Aarakocra

RACE/ANCESTRY/HERITAGE

14,700

EXPERIENCE POINTS

Knight

BACKGROUND

Tippi Fifestarr

PLAYER NAME

CAMPAIGN or PLAYER ID

STR  
+6  
23

+3 PROFICIENCY  
BONUS

## SAVING THROWS

- +9 Strength Saves \*
- +5 Dexterity Saves
- +7 Constitution Saves \*
- 1 Intelligence Saves
- +3 Wisdom Saves
- +0 Charisma Saves
- \* Prof. bonus added

DEX  
+5  
20

CON  
+4  
18

## SKILLS

- +5 Acrobatics (*Dex*)
- +3 Animal Handling (*Wis*)
- 1 Arcana (*Int*)
- +9 Athletics (*Str*) \*
- +0 Deception (*Cha*)
- +2 History (*Int*) \*
- +6 Insight (*Wis*) \*
- +0 Intimidation (*Cha*)
- 1 Investigation (*Int*)
- +3 Medicine (*Wis*)
- 1 Nature (*Int*)
- +6 Perception (*Wis*) \*
- +0 Performance (*Cha*)
- +3 Persuasion (*Cha*) \*
- 1 Religion (*Int*)
- +5 Sleight of Hand (*Dex*)
- +5 Stealth (*Dex*) (*Disadv.*)
- +3 Survival (*Wis*)

WIS  
+3  
16

CHA  
+0  
11

\* Prof. bonus added

16 PASSIVE WISDOM  
(PERCEPTION)

## PROFICIENCIES & LANGUAGES

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

**Weapons:** simple weapons, martial weapons, Renaissance weapons (pistol, musket)

**Tools:** gaming set (Dragonchess)

**Saving Throws:** Strength, Constitution

**Skills:** Athletics, History, Insight, Perception, Persuasion

**Languages:** Common, Elvish, Auran

## ENCUMBRANCE

**Lifting & Carrying:** 345 lbs. max. carrying capacity; 690 lbs. pushing or dragging (speed -5 ft.); 690 lbs. max. lift.

ARMOR  
CLASS  
(AC)

INITIATIVE

16 +5 25 ft.

Armor Worn: chain mail

HIT POINTS

64

HIT DICE

6d10

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.

**+2 Shortsword of Vengeance. Melee**  
Weapon Attack: +11 to hit, reach 5 ft.  
Hit: 1d6+8 piercing damage. Cursed and possessed by vengeful spirit, see DMG p. 206.

**Scimitar. Melee Weapon Attack:** +9 to hit, reach 5 ft. Hit: 1d6+6 slashing damage.

**Gunpowder Pistol. Ranged Weapon Attack:** +8 to hit. Hit: 1d10+5 piercing damage. (Normal range to 30 ft.; disadvantage long range 31 to 90 ft.) Reloading limits to only one attack per round regardless of extra attacks.

## MAGIC, FEATS & SPECIAL ATTACKS

**Feats** - see next page

**Fighting Style: Two-Weapon Fighting.** Add ability modifier to damage of second weapon's hits.

## EQUIPMENT & TREASURE

### Magic Items [DMG p. 135]

- belt of frost giant strength (STR 23) (a)
- +2 shortsword of vengeance (a)
- bag of devouring
- potion of fire breath
- potion of heroism
- 3 potions of healing (2d4+2 hp)

(a) Item attuned to character.

**Coins & Gems:** 571 gold pieces (gp); 60 silver pieces (sp); 44 copper pieces (cp); 4 gems (worth 50 gp each)

## FEATURES, TRAITS & MORE

**Alignment: Neutral Good.** I help others according to their needs and promote compassion above all else.

### Knight Background [PHB p. 136]

- **Feature:** Retainers.
- **Tech:** Renaissance / Gunpowder Age.
- **Traits:** Earned title in civil war. Determined outlook.
- **Ideal:** Only combat proves worth.
- **Bond:** Your lover is already wed to a noble.
- **Flaw:** Ruthless toward enemies.

### Aarakocra Traits [EELPC]

- Creature Type: Humanoid
- Age: 27 years old
- Medium Size (5' 7", 127 lbs.)
- Flight speed of 50 feet.
- Talons (1d4 slashing damage)
- Exotic languages (Aarakocra and Auran)

### Fighter Class Features [PHB p. 70, XGtE p. 31]

- Fighting Style (Two-Weapon Fighting)
- Second Wind (regain 1d10+6 h.p.)
- Action Surge (extra action in turn once betw. short rests)
- Fighting Spirit (3 times betw. rests, gain adv. on attack and 5 temp. hit points)
- Extra Attack (2/attack)

## FEATS

**Sharpshooter Feat [PHB p. 170]:** No disadv. at long range, ignore half- and three-quarters cover, choose -5 on attack to gain +10 damage on hit.

## PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

## MORE EQUIPMENT

**Carried Gear [PHB, p. 143]:** chain mail armor (AC 16), gunpowder pistol and 20 bullets, musket and 20 bullets, set of fine clothes, noble house's or faith's banner, writ of service, a purse. (This load is about 131 lbs.; add 1 lb. per 50 coins carried.)

## ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

## BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

## MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

## REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

## FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.

## « BACK TO GENERATE ANOTHER CHARACTER

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Page number references...

**[PHB]** = *Dungeons & Dragons Player's Handbook (5th edition)* by Mike Mearls and Jeremy Crawford, published Aug. 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601).

**[DMG]** = *Dungeons & Dragons Dungeon Master's Guide (5th edition)* by Mike Mearls and Jeremy Crawford, published Dec. 9, 2014, by Wizards of the Coast (ISBN-10: 9780786965625; ISBN-13: 978-0786965625).

**[MM]** = *Dungeons & Dragons Monster Manual (5th edition)* by Mike Mearls and Jeremy Crawford, published Sept. 30 2014, by Wizards of the Coast (ISBN-10: 0786965614; ISBN-13: 978-0786965618).

**[ERftLW]** = *Eberron: Rising from the Last War* by Jeremy Crawford, James Wyatt and Keith Baker, published Nov. 19, 2019, by Wizards of the Coast (ISBN-10: 0786966890; ISBN-13: 978-0786966899).

**[MOoT]** = *Mythic Odysseys of Theros* by F. Wesley Schneider, James Wyatt, published July 21, 2020, by Wizards of the Coast (ISBN-10: 0786967013; ISBN-13: 978-0786967018).

**[MTOf]** = *Mordenkainen's Tome Of Foes* by Mike Mearls and Jeremy Crawford, published May 29, 2018, by Wizards of the Coast (ISBN-10: 0786966246; ISBN-13: 978-0786966240).

**[TCoe]** = *Tasha's Cauldron of Everything*, published Nov. 17, 2020, by Wizards of the Coast (ISBN-10: 0786967021; ISBN-13: 978-0786967025).

**[VRGtR]** = *Van Richten's Guide To Ravenloft* by F. Wesley Schneider and others, published May 18, 2021, by Wizards of the Coast (ISBN-10: 0786967250; ISBN-13: 978-0786967254).

**[VGtM]** = *Volo's Guide To Monsters* by Mike Mearls, published Nov. 15, 2016, by Wizards of the Coast (ISBN-10: 0786966017; ISBN-13: 978-0786966011).

**[WBtW]** = *The Wild Beyond The Witchlight* by Chris Perkins and team, published Nov. 15, 2016, by Wizards of the Coast (ISBN-13: 978-0786967278).

**[XGtE]** = *Xanathar's Guide to Everything* by Mike Mearls and Jeremy Crawford, published Nov. 21, 2017, by Wizards of the Coast (ISBN-10: 0786966114; ISBN-13: 978-0786966110).

Books are [available from a gaming store near you](#).

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## HEY CRITTERS! CRITICAL ROLE SOURCEBOOKS

**[TDCS]** = *Critical Role: Tal'Dorei Campaign Setting* by Matthew Mercer, published Oct. 17, 2017, by Green Ronin Publishing (ISBN-10: 1934547840; ISBN-13: 978-1934547847).

**[EGtW]** = *Explorer's Guide to Wildemount* by Matthew Mercer, published March 17, 2020, by Wizards of the Coast (ISBN-10: 0786966912; ISBN-13: 978-0786966912).

**[Gunslinger]** = *Gunslinger Martial Archetype for Fighters* by Matthew Mercer, from <https://www.dmsguild.com/product/170778/Gunslinger-Martial-Archetype-for-Fighters>

**[Blood Hunter]** = *Blood Hunter Class for D&D 5e (2020)* by Matthew Mercer, from <https://www.dmsguild.com/product/301641/Blood-Hunter-Class-for-DD-5e-2020>

**[Maestro]** = *College of the Maestro - Bard College Option* by Matthew Mercer, from <https://www.dmsguild.com/product/183630/College-of-the-Maestro--Bard-College-Option>

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## DOWNLOADS

**[Basic Rules]** = *Dungeons & Dragons Basic Rules*, available for download from <https://dnd.wizards.com/articles/features/basicrules>

**[EEPG]** = *Elemental Evil Player's Companion*, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player-s-companion>

**[UA Feb. 2015]** = *Unearthed Arcana: Eberron (v.1)*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-eberron>

**[UA May 2015]** = *Unearthed Arcana: Waterborne Adventures*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-waterborne-adventures>

**[UA August 2015]** = *Unearthed Arcana: Modern Magic*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/modern-magic>. This site also uses Dan Helmick's [My New D20 Modern Campaign](#) conversion notes from his 2015 website article on [Wizards.com](#).

**[UA May 2018]** = *Unearthed Arcana: Centaurs And Minotaurs*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/centaurs-and-minotaurs>

**[UA March 2021]** = *Unearthed Arcana: Folk Of The Feywild*, available for download from [https://dnd.wizards.com/articles/unearthedarcana/folk\\_feywild](https://dnd.wizards.com/articles/unearthedarcana/folk_feywild)

**[UA Oct. 2021]** = *Unearthed Arcana: Travelers Of The Multiverse*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/travelers-multiverse>

**[TP]** = *The Turtle Package*, see <https://dnd.wizards.com/products/tabletop-games/digital-only-rpg-products/turtle-package>

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