

Kriv

CHARACTER NAME

Level 7 Ravenite Fighter, Champion
CHARACTER LEVEL, RACE, & CLASS

31641
EXPERIENCE

Acolyte
BACKGROUND

Neutral Good
ALIGNMENT DEITY

Steven
PLAYER NAME

STRENGTH

18

+4

DEXTERITY

12

+1

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

14

+2

CHARISMA

9

-1

PROFICIENCY BONUS

+3

- ☒ +7 Strength
- ☐ +1 Dexterity
- ☒ +5 Constitution
- ☐ +0 Intelligence
- ☐ +2 Wisdom
- ☐ -1 Charisma

CONDITIONAL

SAVING THROWS

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

SKILLS

15

PASSIVE PERCEPTION

ARMOR

Plate +1

SHIELD

Defense (Fighting Style) (1)
Hit dice expenditure: 0
HP: 66

ARMOR CLASS

20

AC

MAXIMUM

66

HIT DICE

7d10

TEMPORARY

CURRENT HIT POINTS

SPEED

30ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

Darkvision

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Draconic Ancestry.

White. Your draconic ancestry is white. Your damage type is cold. Your breath weapon is 15 ft. cone (con. save).

Breath Weapon (Action—1/Short Rest). Exhale destructive energy. Your breath weapon does 3d6 cold damage in a 15 ft. cone (con. save) DC 13

Vengeful Assault (Reaction—1/Short Rest). When you take damage from a creature in range of a weapon you are wielding, you can make an attack with the weapon against the creature.

RACIAL TRAITS

INITIATIVE

+1

2 Attacks / Attack Action

NAME

RANGE

ATTACK

DAMAGE / TYPE

Longsword

5 ft

+7 vs AC

1d8+4 slashing

Versatile

Crossbow, Light

80/320

+4 vs AC

1d8+1 piercing

Ammunition, Loading, Two-Handed

Greataxe +1

5 ft

+8 vs AC

1d12+5 slashing

Heavy, Two-Handed

Glaive +1

5 ft

+8 vs AC

1d10+5 slashing

Heavy, Reach, Two-Handed

ATTACKS & SPELLCASTING

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Sentinel. When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach. When a creature within 5 feet of you makes an attack against a target other than you, you can use your reaction to make a melee weapon attack against the attacking creature.

Fighting Style.

Defense. While you are wearing armor, you gain a +1 bonus to AC.

Second Wind (Bonus Action—1/Short Rest). You regain 1d10+7 hp.

Action Surge (1/Short Rest). On your turn, you can take one additional action on top of your regular action.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete. When you make a running long jump, the distance you can cover increases by 4 feet.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. —

Languages. Common, Draconic, Giant, Abyssal

PROFICIENCIES & LANGUAGES



Kriv

CHARACTER NAME

Male		5'6"	175 lb.
GENDER	AGE	HEIGHT	WEIGHT
Purple		Obsidian	Purple
EYES		SKIN	HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

Shelter of the Faithful

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

ATTUNED MAGIC ITEMS 3 / 3

COPPER	SILVER	ELECTRUM	GOLD	PLATINUM
6	6	1	48	0

WEIGHT CARRIED	CARRY CAPACITY	PUSH, DRAG, LIFT
232.7 lb	270 lb	540 lb

This character sheet was generated by Aurora, a character builder for Dungeons & Dragons 5th edition.

Neue Sprache lernen

Dwelvesch (Zwergisch): 58/125 Benjamin bringt es mir bei

Welt

Wir haben das Tresender Anwesen gekauft und alle Schlösser für 200g erneuert

Zusatrinventar

Gewand:

- Seidenschlafpyjama

Getränke

- 1 Fass spezielles Ale aus Hawks Nest

Sonstiges

- Goldschlacke aus dem Ofen circa 10 Gold Wert

- 1 Zuckermelonenkern mit Fruchtfleisch

Zukünftiger Plan

- Main Stats:

- Strength ():

- Constitution (): Adds HP and healing surges, which are always good to have.

- Wisdom (): Makes you stickier, and boosts that all-important Will defense (the bane of Fighters since, well, forever).

- Dexterity (): Gives you Reflex defense and AC in light armor. The thing is, Fighters can use shields (which boost AC and Reflex) and/or wear heavy armor, reducing their need for it pretty drastically. Two-handed Fighters might want a decent score here, since they don't use shields and therefore their Reflex defense is lower.

- Charisma (): Useless for fighting, and boosts the same defense as Wisdom, BUT it does see some use in your skills (Intimidate being the shining example).

- Intelligence (): Your designated dump stat. Has a redundant function with Dex (except initiative), grants you a bonus to skills you will (hopefully) never have to use.

- Feats

- Great Weapon Master (S-Tier)

- Problem Master (S-Tier)

NOTES

NOTES

Backpack

Adventuring Gear

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.

You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

5 lb.

Player's Handbook

Bedroll

Adventuring Gear

7 lb.

Player's Handbook

Mess Kit

Adventuring Gear

This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

1 lb.

Player's Handbook

Tinderbox

Adventuring Gear

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

1 lb.

Player's Handbook

Torch

Adventuring Gear

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

1 lb.

Player's Handbook

Rations (1 day)

Adventuring Gear

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

2 lb.

Player's Handbook

Waterskin

Adventuring Gear

5 lb. (full)

Player's Handbook

Rope, Hempen (50 feet)

Adventuring Gear

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

10 lb.

Player's Handbook

Longsword

Weapons

3 lb.

Player's Handbook

Shield

Armor

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

6 lb.

Player's Handbook

Crossbow, Light

Weapons

5 lb.

Player's Handbook

Crossbow Bolt

Ammunition

Crossbow bolts are used with a crossbow to make a ranged attack.

1/20 lb.

Player's Handbook

Shortsword

Weapons

2 lb.

Player's Handbook

Thieves' Tools

Tools

Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps. Proficiency with the tools also grants you a general knowledge of traps and locks.

Components. Thieves' tools include a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

History. Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

Investigation and Perception. You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

Set a Trap. Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

THIEVES' TOOLS

Activity DC

Pick a lock Varies

Disable a trap Varies

1 lbs.

Player's Handbook

Healer's Kit

Adventuring Gear

This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

3 lb.

Player's Handbook

Potion of Invisibility

Potions

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

½ lb.

Dungeon Master's Guide

Hammer

Adventuring Gear

3 lb.

Player's Handbook

Crowbar

Adventuring Gear

Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

5 lb.

Player's Handbook

Studded Leather

Armor

Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

13 lb.

Player's Handbook

Shortsword

Weapons

2 lb.

Player's Handbook

Greataxe +1

Weapons

You have a +1 bonus to attack and damage rolls made with this magic weapon.

7 lb.

Dungeon Master's Guide

Ball Bearings (bag of 1,000)

Adventuring Gear

As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.

2 lb.

Player's Handbook

Vial

Adventuring Gear

—

Player's Handbook

Caltrops (bag of 20)

Adventuring Gear

As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

2 lb.

Player's Handbook

Oil (flask)

Adventuring Gear

Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

1 lb.

Player's Handbook

Grappling Hook

Adventuring Gear

4 lb.

Player's Handbook

Plate +1

Armor

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

65 lb.

Dungeon Master's Guide

Glaive +1

Weapons

You have a +1 bonus to attack and damage rolls made with this magic weapon.

6 lb.

Dungeon Master's Guide

Potion of Greater Healing

Potions

You regain 4d4 + 4 hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

½ lb.

Dungeon Master's Guide