

Isabeau de Lafayette

CHARACTER NAME

Fighter 3  
CLASS & LEVEL

Human  
RACE

Noble  
BACKGROUND

LafayetteSlytherin

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+3

16

CONSTITUTION

+2

15

INTELLIGENCE

+0

11

WISDOM

-1

9

CHARISMA

+1

13

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

Saving Throw Modifiers

SAVING THROWS

- ☐ +3 Acrobatics DEX
- ☐ -1 Animal Handling WIS
- ☐ +0 Arcana INT
- ☒ +4 Athletics STR
- ☐ +1 Deception CHA
- ☒ +2 History INT
- ☐ -1 Insight WIS
- ☐ +1 Intimidation CHA
- ☐ +0 Investigation INT
- ☐ -1 Medicine WIS
- ☐ +0 Nature INT
- ☐ -1 Perception WIS
- ☐ +1 Performance CHA
- ☒ +3 Persuasion CHA
- ☐ +0 Religion INT
- ☐ +3 Sleight of Hand DEX
- ☐ +3 Stealth DEX
- ☒ +1 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

SKILLS

+3

INITIATIVE

ARMOR

13

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

28

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HIT POINTS

Total 3d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Dragonchess Set

=== LANGUAGES ===

Common, Dwarvish, Elvish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Second Wind • 1 / Short Rest

Once per short rest, you can use a bonus action to regain 1d10 + 3 HP.

=== SPECIAL ===

Action Surge • 1 / Short Rest

You can take one additional action on your turn. This can be used 1 times per short rest.

ACTIONS

9

PASSIVE WISDOM (PERCEPTION)

9

PASSIVE WISDOM (INSIGHT)

10

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Unarmed Strike

+4

3 Bludgeoning

WEAPON ATTACKS & CANTRIPS

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### === FIGHTER FEATURES ===

extra language.

\* Hit Points • PHB 71

\* Proficiencies • PHB 71

\* Fighting Style • PHB 72  
You adopt a fighting style specialty.

| Dueling • PHB  
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

\* Second Wind • PHB 72  
Once per short rest, you can use a bonus action to regain 1d10 + 3 HP.

| 1 / Short Rest • 1 Bonus Action

\* Action Surge • PHB 72  
You can take one additional action on your turn. This can be used 1 times per short rest.

| 1 / Short Rest • Special

\* Martial Archetype • PHB 72

| Champion

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

### === HUMAN RACIAL TRAITS ===

\* Ability Score Increase • BR 31

\* Languages • BR 31  
You can speak, read, and write Common and one

### FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

CP	0
SP	0
EP	0
GP	0
PP	0

WEIGHT CARRIED

0 lb.

ENCUMBERED

210 lb.

PUSH/DRAG/LIFT

420 lb.

ATTUNED MAGIC ITEMS

QTY

WEIGHT

### EQUIPMENT



Isabeau de Lafayette

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

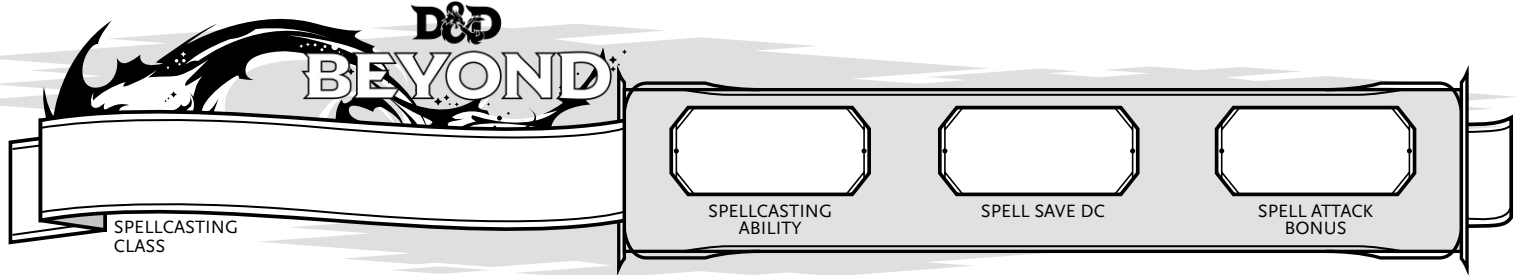
IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

[illegible]