

Julius Van Enra

CHARACTER NAME

Fighter 6

CLASS & LEVEL

Human

RACE

Soldier

BACKGROUND

Chaotic Good

ALIGNMENT

JOSH

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

18

+4

DEXTERITY

14

+2

CONSTITUTION

16

+3

INTELLIGENCE

9

-1

WISDOM

9

-1

CHARISMA

13

+1

INSPIRATION

+3

PROFICIENCY BONUS

- ☒ +7 Strength
- ☐ +2 Dexterity
- ☒ +6 Constitution
- ☐ -1 Intelligence
- ☐ -1 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ ___ Acrobatics (Dex)
- ☐ ___ Animal Handling (Wis)
- ☐ ___ Arcana (Int)
- ☒ +7 Athletics (Str)
- ☐ ___ Deception (Cha)
- ☐ ___ History (Int)
- ☐ ___ Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ ___ Investigation (Int)
- ☐ ___ Medicine (Wis)
- ☐ ___ Nature (Int)
- ☐ ___ Perception (Wis)
- ☐ ___ Performance (Cha)
- ☐ ___ Persuasion (Cha)
- ☐ ___ Religion (Int)
- ☐ ___ Sleight of Hand (Dex)
- ☐ ___ Stealth (Dex)
- ☐ ___ Survival (Wis)

SKILLS

18

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 58

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longsword

+7

1D10+4

ATTACKS & SPELLCASTING

GREAT WEAPON FIGHTING:

on 1/2 on damage roll, re roll

Second Wind:

1D10+6

Action Surge (one use)

Champion Archetype:

crit on 19 or 20

Lucky feat:

re roll 3 dice per short rest

Extra Attack

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Platemail

EQUIPMENT

FEATURES & TRAITS