D&D BEYOND

| | |
|---|---|
| Devorxa Duk'ich | Fighter 7 [Psi Warrior] |
| CHARACTER NAME | CLASS & LEVEL |
| | PLAYER NAME |
| Githyanki | Sailor |
| RACE | BACKGROUND |
| | EXPERIENCE POINTS |

| | |
|---|---|
| STRENGTH | +4 (18) |
| DEXTERITY | +0 (10) |
| CONSTITUTION | +2 (14) |
| INTELLIGENCE | +3 (16) |
| WISDOM | +0 (10) |
| CHARISMA | -1 (8) |

| | | |
|---|---|---|
| ⊙ | +8 | Strength |
| ○ | +1 | Dexterity |
| ⊙ | +6 | Constitution |
| ○ | +4 | Intelligence |
| ○ | +1 | Wisdom |
| ○ | +0 | Charisma |

Saving Throw Modifiers

+1 Bonus on saves

SAVING THROWS

| | | | |
|---|---|---|---|
| Ⓟ | +3 | Acrobatics | DEX |
| ○ | +0 | Animal Handling | WIS |
| ○ | +3 | Arcana | INT |
| Ⓟ | +7 | Athletics | STR |
| ○ | -1 | Deception | CHA |
| ○ | +3 | History | INT |
| Ⓟ | +3 | Insight | WIS |
| ○ | -1 | Intimidation | CHA |
| ○ | +3 | Investigation | INT |
| ○ | +0 | Medicine | WIS |
| ○ | +3 | Nature | INT |
| Ⓟ | +3 | Perception | WIS |
| ○ | -1 | Performance | CHA |
| ○ | -1 | Persuasion | CHA |
| ○ | +3 | Religion | INT |
| ○ | +0 | Sleight of Hand | DEX |
| ○ | +0 | Stealth | DEX |
| Ⓟ | +3 | Survival | WIS |
| ○ | | | |
| ○ | | | |
| ○ | | | |

SKILLS

+0 INITIATIVE

ARMOR 18 CLASS

DEFENSES

INSPIRATION

+3 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

| Max HP | Current HP | Temp HP |
|---|---|---|
| 60 | | -- |

HIT POINTS

Total 7d10

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Navigator's Tools, Vehicles (Water)

=== LANGUAGES ===
Common, Deep Speech, Gith

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

Psionic Power: Telekinetic Movement • 1 / Short Rest
You can move an object or a creature with your mind. As an action, you target one loose object that is Large or smaller or one willing creature, other than yourself. If you can see the target and it is within 30 ft. of you, you can move it up to 30 ft. to an unoccupied space you can see. Alternatively, if it is a Tiny object, you can move it to or from your hand. Either way, you can move the target horizontally, vertically, or both. Once you take this action, you can't do so again until you finish a short or long rest, unless you expend a Psionic Energy die to take it again.

=== BONUS ACTIONS ===
Great Weapon Master Attack
On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 HP with one, you can make one melee weapon attack as a bonus action.

Psionic Power: Recovery • 1 / Short Rest
As a bonus action, you can regain one expended Psionic Energy die, but you can't do so again until you finish a short or long rest.

ACTIONS

| | |
|---|---|
| 13 | PASSIVE WISDOM (PERCEPTION) |
| 13 | PASSIVE WISDOM (INSIGHT) |
| 13 | PASSIVE INTELLIGENCE (INVESTIGATION) |

SENSES

| NAME | HIT | DAMAGE/TYPE | NOTES |
|---|---|---|---|
| Dagger | +7 | 1d4+4 Piercing | Simple, Finesse, Light, Thrown, Range (20/60) |
| Greatsword, +1 | +8 | 2d6+5 Slashing | Martial, Heavy, Two-Handed |
| Javelin | +7 | 1d6+4 Piercing | Simple, Thrown, Range (30/120) |
| Maul, +1 | +8 | 2d6+5 Bludgeoning | Martial, Heavy, Two-Handed |
| Pike | +7 | 1d10+4 Piercing | Martial, Heavy, Reach, Two-Handed |
| Unarmed Strike | +7 | 5 Bludgeoning | |

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

| | | |
|---|---|---|
| Devorxa Duk'ich | Fighter 7 [Psi Warrior] | |
| CHARACTER NAME | CLASS & LEVEL | PLAYER NAME |
| | Githyanki / Sailor | |
| | RACE / BACKGROUND | EXPERIENCE POINTS |

=== FIGHTER FEATURES ===

* Hit Points • PHB 71

* Proficiencies • PHB 71

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

| Great Weapon Fighting • PHB
You can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.

* Second Wind • PHB 72
Once per short rest, you can use a bonus action to regain 1d10 + 7 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

| Psi Warrior

* Psionic Power • TCoE 43
You have 6 Psionic Energy dice (1d8), and they fuel various psionic powers you have.

| Psionic Power: Protective Field: 1 Reaction

| Psionic Power: Psionic Energy: 6 / Long Rest • Special

| Psionic Power: Psionic Strike: Special

| Psionic Power: Telekinetic Movement: 1 / Short Rest • 1 Action

| Psionic Power: Recovery: 1 / Short Rest • 1 Bonus Action

* Martial Versatility • TCoE 42
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, as you shift the focus of your martial practice:
- Replace a fighting style you know with another fighting style available to fighters.
- If you know any maneuvers from the Battle Master archetype, you can replace one maneuver you know with a different maneuver.

* Ability Score Improvement • PHB 72

* Extra Attack • PHB 72
You can attack twice whenever you take the Attack action on your turn.

| Special

* Telekinetic Adept • TCoE 43
You have mastered new ways to use your telekinetic abilities: Psi-Powered Leap & Telekinetic Thrust.

| Telekinetic Adept: Psi-Powered Leap: 1 / Short Rest • 1 Bonus Action

| Telekinetic Adept: Telekinetic Thrust: Special

=== GITHYANKI RACIAL TRAITS ===

* Decadent Mastery • MToF 96
You learn one language of your choice, and you are proficient with one skill or tool of your choice. In the timeless city of Tu'narath, githyanki have bountiful time to master odd bits of knowledge.

* Githyanki Psionics • MToF 96
You know the mage hand cantrip (the hand is invisible). When you reach 3rd level, you can cast the jump spell once per long rest. When you reach 5th level, you can cast the misty step spell once per long rest. INT is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

* Martial Prodigy • MToF 96
You are proficient with light and medium armor and with shortswords, longswords, and greatswords.

=== FEATS ===

* Great Weapon Master • PHB 167
On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 HP with one, you can make one melee weapon attack as a bonus action. Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll to add +10 to the attack's damage.

| Great Weapon Master Attack: 1 Bonus Action

**FEATURES & TRAITS**

| | | | | | | |
|---|---|---|---|---|---|---|
| CP 0 | NAME | QTY | WEIGHT | NAME | QTY | WEIGHT |
| | Splint | 1 | 60 lb. | Rope, Silk (50 feet) | 1 | 5 lb. |
| SP 0 | Dagger | 1 | 1 lb. | Sack | 2 | 1 lb. |
| | Greatsword, +1 | 1 | 6 lb. | Tinderbox | 1 | 1 lb. |
| EP 0 | Maul, +1 | 1 | 10 lb. | Torch | 5 | 5 lb. |
| | Javelin | 3 | 6 lb. | Waterskin | 1 | 5 lb. |
| GP 0 | Pike | 1 | 18 lb. | Whetstone | 1 | 1 lb. |
| | Boots of Elvenkind | 1 | -- | | | |
| PP 2 | Cloak of Protection | 1 | -- | | | |
| | Backpack | 1 | 5 lb. | | | |
| WEIGHT CARRIED 158.04 lb. | Bedroll | 1 | 7 lb. | | | |
| | Clothes, Traveler's | 1 | 4 lb. | | | |
| ENCUMBERED 270 lb. | Flask or Tankard | 1 | 1 lb. | ATTUNED MAGIC ITEMS | QTY | WEIGHT |
| | Mess Kit | 1 | 1 lb. | Cloak of Protection | 1 | -- |
| PUSH/DRAG/LIFT 540 lb. | Pouch | 1 | 1 lb. | | | |
| | Rations (1 day) | 10 | 20 lb. | | | |

**EQUIPMENT**

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Devorxa Duk'ich

CHARACTER NAME

| | | | | |
|---|---|---|---|---|
| Female | 20 | Medium | 6' 2" | 198 |
| GENDER | AGE | SIZE | HEIGHT | WEIGHT |
| Chaotic Neutral | Atheist | Orange | Yellow-Green | Orange |
| ALIGNMENT | FAITH | SKIN | EYES | HAIR |

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

My friends know they can rely on me, no matter what.
I work hard so that I can play hard when the work is done.

PERSONALITY TRAITS

Aspiration. Someday I'll own my own ship and chart my own destiny. (Any)

IDEALS

The ship is most important — crewmates and captains come and go.

BONDS

My pride will probably lead to my destruction.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

| PREP | SPELL NAME | SOURCE | SAVE/ATK | TIME | RANGE | COMP | DURATION | PAGE REF | NOTES |
|---|---|---|---|---|---|---|---|---|---|
| | === CANTRIPS === | (At Will) | | | | | | | |
| O | Mage Hand | Githyanki Psionics | -- | 1A | 30 ft. | V,S | 1 minute | PHB 256 | D: 1m, V/S |
| | === 1st LEVEL === | | | | | | | | |
| O | Jump | Githyanki Psionics | -- | 1A | Touch | V,S,M | 1 minute | PHB 254 | 1/LR, D: 1m, V/S/M |
| | === 2nd LEVEL === | | | | | | | | |
| O | Misty Step | Githyanki Psionics | -- | 1BA | Self | V | Instantaneous | PHB 260 | 1/LR, V |



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