D&D BEYOND

Devorxa Duk'ich

CHARACTER NAME

Fighter 2	
CLASS & LEVEL	PLAYER NAME
Githyanki	Sailor
RACE	BACKGROUND
	EXPERIENCE POINTS

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

SAVING THROWS

⊙	+5	Strength
○	+0	Dexterity
⊙	+4	Constitution
○	+3	Intelligence
○	+0	Wisdom
○	-1	Charisma

Saving Throw Modifiers

SKILLS

Ⓟ	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
○	+3	Arcana	INT
Ⓟ	+5	Athletics	STR
○	-1	Deception	CHA
○	+3	History	INT
Ⓟ	+2	Insight	WIS
○	-1	Intimidation	CHA
○	+3	Investigation	INT
○	+0	Medicine	WIS
○	+3	Nature	INT
Ⓟ	+2	Perception	WIS
○	-1	Performance	CHA
○	-1	Persuasion	CHA
○	+3	Religion	INT
○	+0	Sleight of Hand	DEX
○	+0	Stealth	DEX
Ⓟ	+2	Survival	WIS
○			
○			
○			

+0 INITIATIVE

ARMOR 16 CLASS

DEFENSES

INSPIRATION

+2 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
20		--

HIT POINTS

Total 2d10

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

=== BONUS ACTIONS ===
Second Wind • 1 / Short Rest
Once per short rest, you can use a bonus action to regain 1d10 + 2 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

12	PASSIVE WISDOM (PERCEPTION)
12	PASSIVE WISDOM (INSIGHT)
13	PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Greatsword	+5	2d6+3 Slashing	Martial, Heavy, Two-Handed
Javelin	+5	1d6+3 Piercing	Simple, Thrown, Range (30/120)
Maul	+5	2d6+3 Bludgeoning	Martial, Heavy, Two-Handed
Pike	+5	1d10+3 Piercing	Martial, Heavy, Reach, Two-Handed
Unarmed Strike	+5	4 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

D&D BEYOND

Devorxa Duk'ich	Fighter 2	
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 + 2 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

=== 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.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	3
WEIGHT CARRIED	153.16 lb.
ENCUMBERED	240 lb.
PUSH/DRAG/LIFT	480 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Chain Mail	1	55 lb.	Tinderbox	1	1 lb.
Dagger	1	1 lb.	Torch	5	5 lb.
Javelin	3	6 lb.	Waterskin	1	5 lb.
Greatsword	1	6 lb.	Whetstone	1	1 lb.
Maul	1	10 lb.			
Pike	1	18 lb.			
Backpack	1	5 lb.			
Bedroll	1	7 lb.			
Clothes, Traveler's	1	4 lb.			
Flask or Tankard	1	1 lb.			
Mess Kit	1	1 lb.			
Pouch	1	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Rations (1 day)	10	20 lb.			
Rope, Silk (50 feet)	1	5 lb.			
Sack	2	1 lb.			

EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

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

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

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

SPELLS

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.