

Akta

CHARACTER NAME

Fighter 4

CLASS & LEVEL

Variant Feral Tiefling

SPECIES

Gladiator

BACKGROUND

thekackler

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

13

+1

DEXTERITY

16

+3

CONSTITUTION

16

+3

INTELLIGENCE

12

+1

WISDOM

10

+0

CHARISMA

8

-1

- ☒ +3 Strength
- ☐ +3 Dexterity
- ☒ +5 Constitution
- ☐ +1 Intelligence
- ☐ +0 Wisdom
- ☐ -1 Charisma

Saving Throw Modifiers

SAVING THROWS

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

SKILLS

+3

INITIATIVE

ARMOR

15

CLASS

Resistances - Fire

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 30 ft. (Flying)

SPEED

Max HP

Current HP

Temp HP

40

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HIT POINTS

Total 4d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Clarinet, Disguise Kit, Poisoner's Kit

=== LANGUAGES ===

Common, Infernal

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===

Poisoner: Apply Poison

You can coat a weapon or piece of ammunition in poison.

Second Wind • 3 / Long Rest

You can draw upon a limited well of physical and mental stamina and regain 1d10+4 HP.

You can use this 3 times per Long Rest, and can regain one expended use when you finish a Short Rest.

=== SPECIAL ===

Action Surge • 1 / Short Rest

On your turn you can take one additional action, except the Magic action.

You can use this feature 1 time(s) until you finish a Short or Long Rest.

Arcane Shot • 2 / Short Rest

Twice per short rest and once per turn when you fire an arrow from a shortbow or longbow as part of the Attack action, you can apply one Arcane Shot

ACTIONS

10

PASSIVE PERCEPTION

10

PASSIVE INSIGHT

11

PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Longbow

+7

1d8+3 Piercing

Martial, Ammunition, Heavy, Range, Two-Handed, Slow, Range (150/600)

Rapier

+5

1d8+3 Piercing

Martial, Finesse, Vex

Scimitar

+5

1d6+3 Slashing

Martial, Finesse, Light, Nick

Shortsword

+5

1d6+3 Piercing

Martial, Finesse, Light, Vex

Unarmed Strike

+3

2 Bludgeoning

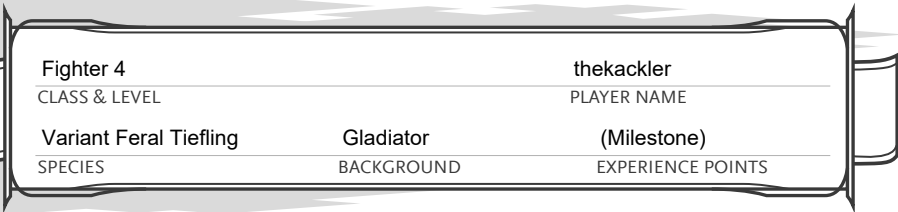
WEAPON ATTACKS & CANTRIPS



SPECIES

BACKGROUND

EXPERIENCE POINTS



CHARACTER NAME

CLASS & LEVEL

SPECIES

PLAYER NAME	POINTS	ASSISTS	REBOUNDS	STEALS	BLOCKS	MINUTES	PERCENTAGE	THREE POINTS	FREE THROWS
Player 1	15	5	10	2	1	30	45%	3	5
Player 2	20	8	12	3	2	35	50%	4	6
Player 3	18	6	8	1	0	28	40%	2	4
Player 4	22	9	15	4	3	40	55%	5	7
Player 5	16	7	9	2	1	32	48%	3	5

BACKGROUND

EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



Akta

CHARACTER NAME

Female	22	Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral		reddish orange	firey	red
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I know a story relevant to almost every situation.
I love a good insult, even one directed at me.

PERSONALITY TRAITS

Honesty. Art should reflect the soul; it should come from within and reveal who we really are. (Any)

IDEALS

I will do anything to prove myself superior to my hated rival.

BONDS

I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

