

Saven

CHARACTER NAME

Fighter 1

CLASS & LEVEL

Human (m)

RACE

Soldier

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

XP

EXPERIENCE POINTS

INSPIRATION

I'm always polite and respectful.

STRENGTH

+3

+2

PROFICIENCY BONUS

18

+2

30 ft

AC

INITIATIVE

SPEED

17



+5

Strength



+2

Dexterity



+4

Constitution



+1

Intelligence



-1

Wisdom



+1

Charisma

DEXTERITY

+2

15

CONSTITUTION

+2

14

SAVING THROWS



+4

Acrobatics (Dex)



-1

Animal Handling (Wis)



+1

Arcana (Int)



+5

Athletics (Str)



+1

Deception (Cha)



+1

History (Int)



-1

Insight (Wis)



+3

Intimidation (Cha)



+1

Investigation (Int)



-1

Medicine (Wis)



+1

Nature (Int)



-1

Perception (Wis)



+1

Performance (Cha)



+1

Persuasion (Cha)



+1

Religion (Int)



+2

Sleight of Hand (Dex)



+2

Stealth (Dex)



-1

Survival (Wis)

INTELLIGENCE

+1

13

WISDOM

-1

9

CHARISMA

+1

13

CURRENT HIT POINTS

PERSONALITY TRAITS

Responsibility. I do what I must and obey just authority. (Lawful)

IDEALS

Those who fight beside me are those worth dying for.

BONDS

I have little respect for anyone who is not a proven warrior.

FLAWS

Second Wind (1d10+1 hp/rest)

Fighting Style (Archery)

Military Rank

TEMPORARY HIT POINTS

Total

1d10

Successes



HIT DICE

Failures



NAME

ATK

DAMAGE/TYPE

Longsword

+5

1d8+3 slashing

Light crossbow

+6

1d8+2 piercing

**Longsword.** *Melee* : +5 (1d8+3 slashing ; versatile (1d10))

**Light crossbow.** *Ranged* : +6 (1d8+2 piercing ; ammunition (range 80/320), loading, two-handed)

SKILLS

ATTACKS & SPELLCASTING

9

PASSIVE WISDOM (PERCEPTION)

CP

0

Longsword, light crossbow, chain mail, shield, 20 crossbow bolts, backpack, crowbar, hammer, piton (10), torch (10), tinderbox, rations/1 day (10), waterskin, rope/hempen 50 feet, clothes/common, trophy, insignia of rank, belt pouch

SP

0

EP

0

**Equipment weight** 131 lb - **Cost** 147 gp

GP

10

**Coins weight** 0.1 lb

PP

0

PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

**Weapons** simple weapons, martial weapons

**Armors** all armor, shields

**Tools** dice set, vehicles (land)

**Languages** Common, Dwarvish

Character Name

CHARACTER NAME

20

AGE

5.7 ft (Medium)

HEIGHT

160 lb.

WEIGHT

EYES

SKIN

HAIR

Dark brown hair, green eyes,

APPEARANCE

Soldier (Infantry)

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES

CHARACTER BACKSTORY

TREASURE

3/3