

Character Name	
Fighter 1	
CLASS	
1 (1)	0 / 300
Character Level (CR)	EXP/NEXT LEVEL

Player Name	
Halfling (Stout) / Humanoid	
RACE	
34	Female
AGE	GENDER

Deity

Small / 5 ft.

SIZE / FACE

Green Hazel

EYES

None

Region

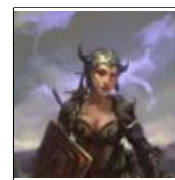
2' 10" / 38 lbs.

HEIGHT / WEIGHT

Brown

HAIR

Neutral	Good
Alignment	
Normal	
VISION	
Points	



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	15		+2		
DEX Dexterity	15		+2		
CON Constitution	15		+2		
INT Intelligence	10		+0		
WIS Wisdom	8		-1		
CHA Charisma	12		+1		

WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED			
HP <small>hit points</small>	12														Walk 25 ft.						
AC <small>armor class</small>	16	16	16	= 16	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0		
TOTAL		FLAT	TOUCH		BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC				
INITIATIVE <small>modifier</small>		+2	= +2	+ +0		MISS CHANCE	0	+0	0												
TOTAL		DEX MODIFIER		MISC MODIFIER			ARMOR CHECK	SPELL RESIST													

Encumbrance	Light
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
STRENGTH 0	+4 =	+0	+2	+0	+2	+0	
DEXTERITY 0	+2 =	+0	+2	+0	+0	+0	
CONSTITUTION 0	+4 =	+0	+2	+0	+2	+0	
INTELLIGENCE 0	+0 =	+0	+0	+0	+0	+0	
WISDOM 0	-1 =	+0	-1	+0	+0	+0	
CHARISMA 0	+1 =	+0	+1	+0	+0	+0	

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
MELEE attack bonus	+2	=	+0	+	+2	+	+0	+	+0	+	0	+	
RANGED attack bonus	+2	=	+0	+	+2	+	+0	+	+0	+	0	+	
GRAPPLE attack bonus	+2	=	+0	+	+2	+	+0	+	+0	+	+0	+	

*Battleaxe (Small)	Hand	Type	Size	Critical	Reach
	Primary	S	S	none/x0	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d6+2				

Shortbow (Small)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	S	none/x0	5 ft.

Sling (Small)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	S	none/x0	5 ft.

*: weapon is equipped

1H-P: One handed, in primary hand. **1H-O:** One handed, in off hand. **2H:** Two handed. **2W-P-(OH):** 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL):** 2 weapons, primary hand (off hand weapon is light). **2W-OH:** 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain mail (Small)		+16	+0	+0	0

TOTAL SKILLPOINTS: 0		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	2	=	2			
✓	Animal Handling	WIS	1	=	-1		+	2
✓	Arcana	INT	0	=	0			
✓	Athletics	STR	4	=	2		+	2
✓	Deception	CHA	1	=	1			
✓	History	INT	0	=	0			
✓	Insight	WIS	-1	=	-1			
✓	Intimidation	CHA	1	=	1			
✓	Investigation	INT	0	=	0			
✓	Medicine	WIS	-1	=	-1			
✓	Nature	INT	0	=	0			
✓	Perception	WIS	-1	=	-1			
✓	Performance	CHA	1	=	1			
✓	Persuasion	CHA	1	=	1			
✓	Religion	INT	0	=	0			
✓	Sleight of Hand	DEX	2	=	2			
✓	Stealth	DEX	2	=	2			
✓	Survival	WIS	-1	=	-1			
				=			+	+
				=			+	+

✓: can be used untrained, X: exclusive skills, *: Skill Mastery.

Conditional Skill Modifiers:

- +2 Vehicles (Land)
- +2 Woodcarver's Tools

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Battleaxe (Small)	Equipped	1	2 / 10
Chain mail (Small)	Equipped	1	27.5 / 75
<small>Stealth: Disadvantage</small>			
Backpack	Equipped	1	5 / 2
Bedroll	Equipped	1	7 / 1
Blanket	Equipped	1	3 / 0.5
Dungeoneer's Pack	Equipped	1	0 / 12
<small>Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.</small>			
Shortbow (Small)	Carried	1	1 / 25
Sling (Small)	Carried	1	0 / 0.1
TOTAL WEIGHT CARRIED/VALUE		45.5 lbs.	125.6gp

WEIGHT ALLOWANCE			
Light	60	Medium	120
Lift over head	60	Lift off ground	120
		Heavy	180
		Push / Drag	300

MONEY	
Total= 0 gp	

MAGIC	
Languages	
Common, Halfling	

Other Companions	

Special Qualities	
Ability Score Increase	[PH, p.28]
Your Constitution score increases by 1.	
Folk Hero Bond ~ 1	[PH]
I have a family, but I have no idea where they are. One day, I hope to see them again.	
Folk Hero Flaw ~ 2	[PH]
I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.	
Folk Hero Ideal ~ 5	[PH]
Sincerity. There's no good in pretending to be something I'm not. (Neutral)	
Folk Hero Personality Trait ~ 3	[PH]
When I set my mind to something, I follow through no matter what gets in my way.	
Brave	[PH, p.28]
You have advantage on saving throws against being frightened.	
Feature: Rustic Hospitality	[PH]
Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.	
Fighting Style	[PH]
You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.	
Great Weapon Fighting	[PH]
When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.	
Halfling Nimbleness	[PH, p.28]
You can move through the space of any creature that is of a size larger than yours.	
Languages	[PH, p.28]
You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.	
Lucky	[PH, p.28]
When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.	
Second Wind	[PH]
You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.	
Stout Resilience	[PH, p.28]
You have advantage on saving throws against poison, and you have resistance against poison damage.	

Proficiencies	
Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd,	

Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip

Templates
Fighter
First Level

Glendora

Halfling (Stout)

RACE

34

AGE

Female

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

2' 10"

HEIGHT

38 lbs.

WEIGHT

Green Hazel

EYE COLOUR

Pale Ruddy

SKIN COLOUR

Brown,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

