

Cpt. Talia Ironheart

CHARACTER NAME

Fighter (Battlemaster) Soldier

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+2

14

CONSTITUTION

+1

12

INTELLIGENCE

0

10

WISDOM

+1

12

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +4 Strength
- ☐ +2 Dexterity
- ☒ +3 Constitution
- ☐ 0 Intelligence
- ☐ +1 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ 0 History (Int)
- ☒ +3 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

18

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 18 25

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Longsword

+4

d8+2

Longbow

+4

d8+ 2

Range: 150/600

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Languages:

- Common
- Elven

Tools:

- Smith's Tools

OTHER PROFICIENCIES & LANGUAGES

CP

SP

CP

CP

CP

PP

Chain Shirt
Shield

Longsword
Longbow

Explorer's Pack:

- Backpack
- Bedroll
- Mess Kit
- Tinderbox
- 10 torches
- 50ft of rope

EQUIPMENT



Shield Master:

-- If you take the attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.

-- You can add your shield's AC bonus (+2) to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.

-- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw.

☐ Second Wind: On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Recharges on short rest.

☐ Action Surge: On your turn, you can take one additional action. Recharges on short rest.

□□□□

Combat Superiority

d8/DC12 Recharges on short rest.

-- Maneuvering Attack: When you hit a creature with a weapon attack, add your superiority die to the attack's damage roll, and choose one friendly creature. That creature can use their reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

-- Rally: You can use a bonus action and expend one superiority die to bolster one creature that can hear you with temporary hit points equal to your superiority die roll + your charisma modifier.

-- Riposte: When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

FEATURES & TRAITS