

Hans "The Whirlwind" Rexanthorn

CHARACTER NAME

Fighter (Champion)

CLASS & LEVEL

Gladiator

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

0

10

WISDOM

-1

8

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +5 Strength
- ☐ +2 Dexterity
- ☒ +4 Constitution
- ☐ 0 Intelligence
- ☐ -1 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☒ +4 Acrobatics (Dex)
- ☐ -1 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ 0 History (Int)
- ☐ -1 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ -1 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☐ -1 Perception (Wis)
- ☒ +3 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ -1 Survival (Wis)

SKILLS

15

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 20 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Greatsword

+5

2d6+3

Lt. Crossbow

+4

d8+ 2

Range: 80/320

Improved Critical: Your weapon attacks score a critical hit on a roll of 19 or 20.

ATTACKS & SPELLCASTING



Great Weapon Fighting: When you roll a 1 or a 2 on a damage die for a melee attack you make with two hands, you can reroll the die and must use the new roll.

☐ **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

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PASSIVE WISDOM (PERCEPTION)

Common

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Chain Shirt
Greatsword
Light Crossbow

Explorer's Pack:
-- Backpack
-- Bedroll
-- Mess Kit
-- Tinderbox
-- 10 torches
-- 50ft of rope

EQUIPMENT

FEATURES & TRAITS