

D&D BEYOND

Darian Archibald "Meatsnake" Gonzales II

CHARACTER NAME

Fighter 2
CLASS & LEVEL

Dragonborn
RACE

Philosophicus
PLAYER NAME

Folk Hero
BACKGROUND

300
EXPERIENCE POINTS

STRENGTH

+5

20

DEXTERITY

+2

14

CONSTITUTION

+2

15

INTELLIGENCE

+1

12

WISDOM

-1

9

CHARISMA

+2

14

- ☐ +7 Strength
- ☐ +2 Dexterity
- ☐ +4 Constitution
- ☐ +1 Intelligence
- ☐ -1 Wisdom
- ☐ +2 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☐ +2 Acrobatics DEX
- ☒ +1 Animal Handling WIS
- ☐ +1 Arcana INT
- ☒ +7 Athletics STR
- ☐ +2 Deception CHA
- ☐ +1 History INT
- ☐ -1 Insight WIS
- ☐ +2 Intimidation CHA
- ☐ +1 Investigation INT
- ☐ -1 Medicine WIS
- ☐ +1 Nature INT
- ☐ -1 Perception WIS
- ☐ +2 Performance CHA
- ☒ +4 Persuasion CHA
- ☐ +1 Religion INT
- ☐ +2 Sleight of Hand DEX
- ☐ +2 Stealth DEX
- ☒ +1 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+2

INITIATIVE

ARMOR

18

CLASS

Resistances - Cold

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

20

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HIT POINTS

Total 2d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Carpenter's Tools, Vehicles (Land)

=== LANGUAGES ===

Common, Draconic

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Breath Weapon (Silver) • 1 / Short Rest

As an action once per short rest, exhale in a 15 ft. cone (CON DC 12, half damage on success) for 2d6 Cold Damage [6th] 3d6, [11th] 4d6, [16th] 5d6

=== BONUS ACTIONS ===

Second Wind • 1 / Short Rest

Once per short rest, you can use a bonus action to regain 1d10 + 2 HP.

=== SPECIAL ===

Action Surge • 1 / Short Rest

You can take one additional action on your turn. This can be used 1 times per short rest.

ACTIONS

9

PASSIVE WISDOM (PERCEPTION)

9

PASSIVE WISDOM (INSIGHT)

11

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Greatsword

+7

2d6+5 Slashing

Martial, Heavy, Two-Handed

Unarmed Strike

+7

6 Bludgeoning

WEAPON ATTACKS & CANTRIPS

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EXPERIENCE POINTS

=== FIGHTER FEATURES ===

* Hit Points • PHB 71

* Proficiencies • PHB 71

* Fighting Style • PHB 72
You adopt a fighting style specialty.

| Two-Weapon Fighting • PHB
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

* Second Wind • PHB 72
Once per short rest, you can use a bonus action to regain 1d10 + 2 HP.

| 1 / Short Rest • 1 Bonus Action

* Action Surge • PHB 72
You can take one additional action on your turn. This can be used 1 times per short rest.

| 1 / Short Rest • Special

=== DRAGONBORN RACIAL TRAITS ===

* Draconic Ancestry • BR 34
You gain a breath weapon and damage resistance with your chosen dragon type.

| Silver Dragon • BR 34
Cold

* Breath Weapon • BR 34
Once per short rest as an action, exhale destructive energy based on your Draconic Ancestry. Each creature in the area must make a DC 12 saving throw (type determined by your ancestry), taking 2d6 ([6th]

3d6, [11th] 4d6, [16th] 5d6) on a failed save, and half damage on a successful one.

| Silver Dragon • BR 34
As an action once per short rest, exhale in a 15 ft. cone (CON DC 12, half damage on success) for 2d6 Cold Damage [6th] 3d6, [11th] 4d6, [16th] 5d6

| Breath Weapon (Silver): 1 / Short Rest • 1 Action

* Damage Resistance • BR 34
You have resistance to the damage type associated with your draconic ancestry.

| Silver Dragon • BR 34
Cold Damage

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Shield	1	6 lb.	Rations (1 day)	10	20 lb.
		Chain Mail	1	55 lb.	Rope, Hempen (50 feet)	1	10 lb.
SP	0	Crossbow, Light	1	5 lb.	Tinderbox	1	1 lb.
		Greatsword	1	6 lb.	Torch	10	10 lb.
EP	0	Crossbow Bolts	20	1.5 lb.	Waterskin	1	5 lb.
		Backpack	1	5 lb.			
GP	35	Clothes, Common	1	3 lb.			
		Pot, Iron	1	10 lb.			
PP	0	Potion of Healing	3	1.5 lb.			
		Shovel	1	5 lb.			
		Carpenter's Tools	1	6 lb.			
		Holy Symbol	1	--			
		Crowbar	1	5 lb.			
		Hammer	1	3 lb.			
		Piton	10	2.5 lb.			
EQUIPMENT							
WEIGHT CARRIED							
160.5 lb.							
ENCUMBERED							
300 lb.							
PUSH/DRAG/LIFT							
600 lb.							
		ATTUNED MAGIC ITEMS					
		QTY WEIGHT					

EQUIPMENT



Darian Archibald "Meatsnake" Gonzales II

CHARACTER NAME

male	23	Medium	6'9	350
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Sunni Muslim	black	black	black
ALIGNMENT	FAITH	SKIN	EYES	HAIR

=== Allies ===

The party, Kracken society

=== Organizations ===

kracken society

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'm confident in my own abilities and do what I can to instill confidence in others. I judge people by their actions, not

PERSONALITY TRAITS

Destiny. Nothing and no one can steer me away from my higher calling. (Any)

IDEALS

I have a family, but I have no idea where they are. One day, I hope to see them again.

BONDS

I have a weakness for the vices of the city, especially hard drink.

FLAWS

Kracken society assassin

CHARACTER BACKSTORY

ADDITIONAL NOTES

