

D&D BEYOND

Darian Archibald "Meatsnake" Gonzales II

CHARACTER NAME

Fighter 2
CLASS & LEVEL

Dragonborn
RACE

Folk Hero
BACKGROUND

Philosophicus
PLAYER NAME

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

SUCCESSES

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							

EQUIPMENT



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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

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

CHARACTER APPEARANCE

Kracken society assassin

CHARACTER BACKSTORY

ADDITIONAL NOTES

