









=== 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 13, 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 + 4 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.

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	
	WEA	APON ATTACKS & CANTRIE	PS .

**ACTIONS** 

Fighter 4 Philisophicus
CLASS & LEVEL PLAYER NAME

 Dragonborn
 Folk Hero
 2,700

 RACE
 BACKGROUND
 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 + 4 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

\* Martial Archetype • PHB 72

| Champion

\* Improved Critical • PHB

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

\* Ability Score Improvement • PHB 72

=== DRAGONBORN RACIAL TRAITS ===

\* Draconic Ancestry • BR 34

You gain a breath weapon and damage resistance

with your chosen dragon type.

| Silver Dragon • BR 34

\* 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 13 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 13, 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
0 Shield	1	6 lb.	Rations (1 day)	10	20 lb.
Chain Mail	1	55 lb.	Rope, Hempen (50 feet)	1	10 lb.
O Crossbow, Light	1	5 lb.	Tinderbox	1	1 lb.
Greatsword	1	6 lb.	Torch	10	10 lb.
O Crossbow Bolts	20	1.5 lb.	Waterskin	1	5 lb.
Backpack	1	5 lb.			
Clothes, Common	1	3 lb.			
Pot, Iron	1	10 lb.			
Potion of Healing	3	1.5 lb.			
Shovel EIGHT CARRIED	1	5 lb.			
160.5 lb. Carpenter's Tools	1	6 lb.			
ENCUMBERED Holy Symbol	1		ATTUNED MAGIC ITEMS	QTY	WEIGHT
300 lb. Crowbar	1	5 lb.			
JSH/DRAG/LIFT Hammer	1	3 lb.			
600 lb. Piton	10	2.5 lb.			
			10 2.5 lb. <b>EQUIPMENT</b>		



