









=== 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.

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	
	WE	APON ATTACKS & CANTRIF	os ,

ACTIONS

=== 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	
	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.	
<u> </u>	0	Crossbow Bolts	20	1.5 lb.	Waterskin	1	5 lb.	
جرلل		Backpack	1	5 lb.				
GP (35	Clothes, Common	1	3 lb.				
شرال		Pot, Iron	1	10 lb.				
PPR	0	Potion of Healing	3	1.5 lb.				
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	WEIGHT CARRIED	Shovel	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.				
F	PUSH/DRAG/LIFT	Hammer	1	3 lb.				
	600 lb.	Piton	10	2.5 lb.				
EQUIPMENT								



