









=== 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 14, 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 + 6 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.

Extra Attack

You can attack twice whenever you take the Attack action on your turn.

9)	PASSIVE WISDOM (PERCEPTION)	
9		PASSIVE WISDOM (INSIGHT)	
11		PASSIVE INTELLIGENCE (INVESTIGATION)	
		SENSES	

SKILLS

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+6	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Greatsword, +1	+9	2d6+6 Slashing	Martial, Heavy, Two-Handed
Unarmed Strike	+8	6 Bludgeoning	
	WEA	APON ATTACKS & CANTRIF	es l

Fighter 6 Philisophicus PLAYER NAME CLASS & LEVEL

Dragonborn Folk Hero 14,000 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 + 6 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

- * Ability Score Improvement PHB 72
- * Extra Attack PHB 72

You can attack twice whenever you take the Attack action on your turn.

| Special

=== DRAGONBORN RACIAL TRAITS ===

RACE

* 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 14 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 14, 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	Amulet of Proof against Detection and Location	1		Hammer	1	3 lb.
	Ring of Protection		1		Piton	10	2.5 lb.
SP (Greatsword, +1		1	6 lb.	Rations (1 day)	10	20 lb.
		Shield	1	6 lb.	Rope, Hempen (50 feet)	1	10 lb.
F ((O Chain Mail		1	55 lb.	Tinderbox	1	1 lb.
چىلا		Crossbow, Light	1	5 lb.	Torch	10	10 lb.
GP(X)	60	Crossbow Bolts	20	1.5 lb.	Waterskin	1	5 lb.
		Backpack	1	5 lb.			
	O Clothes, Common Weight Carried Pot, Iron		1	3 lb.			
"			1	10 lb.			
	160.5 lb. Potion of Healing		3	1.5 lb.			
1	ENCUMBERED Shovel		1	5 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	300 lb. Carpenter's Tools		1	6 lb.			
	PUSH/DRAG/LIFT Holy Symbol		1				
	600 lb. Crowbar		1	5 lb.			
			EQU	IIPMENT			



