









=== 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	

O +2 Stealth DEX

P \_+1 Survival WIS

SKILLS

0

CHARISMA

NAME
Crossbow, Light
+4

1d8+2 Piercing
Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)

Greatsword, +1

+8

2d6+6 Slashing
Martial, Heavy, Two-Handed

Unarmed Strike

+7

6 Bludgeoning

WEAPON ATTACKS & CANTRIPS

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
ĞP(	0	Ring of Protection	1		Piton	10	2.5 lb.
		Greatsword, +1	1	6 lb.	Rations (1 day)	10	20 lb.
SP (	0	Shield	1	6 lb.	Rope, Hempen (50 feet)	1	10 lb.
JL)		Chain Mail	1	55 lb.	Tinderbox	1	1 lb.
FP (	0	Crossbow, Light	1	5 lb.	Torch	10	10 lb.
		Crossbow Bolts	20	1.5 lb.	Waterskin	1	5 lb.
GP (X	_ 60 <i>}</i>	Backpack	1	5 lb.			
ريال		Clothes, Common	1	3 lb.			
PP (\$	0	Pot, Iron	1	10 lb.			
	WEIGHT CARRIED	Potion of Healing	3	1.5 lb.			
	160.5 lb.	Shovel	1	5 lb.			
1	ENCUMBERED	Carpenter's Tools	1	6 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	300 lb.	Holy Symbol	1				
	PUSH/DRAG/LIFT	Crowbar	1	5 lb.			
	600 lb.	Hammer	1	3 lb.			
			FO	UIPMENT			



