









=== 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 + 7 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.

PASSIVE WISDOM (PERCEPTION)	
PASSIVE WISDOM (INSIGHT)	
PASSIVE INTELLIGENCE (INVESTIGATION)	
	PASSIVE WISDOM (INSIGHT)

SENSES

SKILLS

NAME	HIT	DAMAGE/TYPE	NOTES						
Crossbow, Light	+6	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)						
Greataxe, +1	+9	1d12+6 Slashing	Martial, Heavy, Two-Handed						
Greatsword, +1	+9	2d6+6 Slashing	Martial, Heavy, Two-Handed						
Unarmed Strike	+8	6 Bludgeoning							
WEAPON ATTACKS & CANTRIPS									

Fighter 7 Philisophicus
CLASS & LEVEL PLAYER NAME

Dragonborn Folk Hero 23,000

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 + 7 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
- * Extra Attack PHB 72

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

| Special

* Remarkable Athlete • PHB

You can add +2 to any STR, DEX, or CON check you make that doesn't already use your proficiency bonus and when you make a running long jump, you add +5 ft to the distance

=== 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 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		Crowbar	1	5 lb.			
		Ring of Protection	1		Hammer	1	3 lb.			
(SP()	70	Greataxe, +1	1	7 lb.	Piton	10	2.5 lb.			
		Greatsword, +1	1	6 lb.	Rations (1 day)	10	20 lb.			
	0	Shield	1	6 lb.	Rope, Hempen (50 feet)	1	10 lb.			
		Chain Mail	1	55 lb.	Tinderbox	1	1 lb.			
	60	Crossbow, Light	1	5 lb.	Torch	10	10 lb.			
پرالر		Crossbow Bolts	20	1.5 lb.	Waterskin	1	5 lb.			
	0	Backpack	1	5 lb.						
	WEIGHT CARRIED	Clothes, Common	1	3 lb.						
	167 lb.	Pot, Iron	1	10 lb.						
	ENCUMBERED	Potion of Healing	2	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT			
	300 lb.	Shovel	1	5 lb.						
	PUSH/DRAG/LIFT	Carpenter's Tools	1	6 lb.						
	600 lb.	Holy Symbol	1							
	EQUIPMENT									



