

AU Hariaz Azfik

CHARACTER NAME

5 Battle Master  
LEVEL & CLASS

Stian  
PLAYER NAME

Mercenary Veteran  
BACKGROUND Resistan

Dwarf, Mountain 6,500  
RACE EXPERIENCE

14,000  
Next Level

STRENGTH

+3

16

DEXTERITY

+2

15

CONSTITUTION

+4

18

INTELLIGENCE

-2

6

WISDOM

-1

8

CHARISMA

-1

8

STR +6 ○ -2 INT  
DEX +2 ○ -1 WIS  
CON +7 ○ -1 CHA

RESISTANCES

Poison

Adv. on saves vs. poison

SAVING THROWS

ACROBATICS +5 (Dex)  
ANIMAL HANDLING -1 (Wis)  
ARCANA -2 (Int)  
ATHLETICS +6 (Str)  
DECEPTION -1 (Cha)  
HISTORY -2 (Int)  
INSIGHT -1 (Wis)  
INTIMIDATION +2 (Cha)  
INVESTIGATION -2 (Int)  
MEDICINE -1 (Wis)  
NATURE -2 (Int)  
PERCEPTION -1 (Wis)  
PERFORMANCE -1 (Cha)  
PERSUASION +2 (Cha)  
RELIGION -2 (Int)  
SLEIGHT OF HAND +2 (Dex)  
STEALTH +2 (Dex) [disadv.]  
SURVIVAL -1 (Wis)  
TOOL

SKILLS

54  
MAXIMUM  
HIT POINTS

+3  
PROFICIENCY  
BONUS

16  
ARMOR  
CLASS

Temporary Hit Points:

35

CURRENT HIT POINTS

+2

INITIATIVE

SUCCESSSES

FAILURES

DEATH  
SAVES

LEVEL DIE USED

5 d10+4

HIT DICE

ENCUMBERED

25 ft

25 ft

SPEED

FEATURE	MAX	RECOVER	USED
Second Wind (1d10+5)	1	SR	
Action Surge	1	SR	1
Combat Superiority (d8)	4	SR	2
Javelin of Lightning	1	Dawn	

LIMITED FEATURES

AC	DESCRIPTION
14	Armor Scale Mail
	Shield
2	Dex ● Medium Armor ○ Heavy Armor
	Magic
	Misc
	Misc

ARMOR

INSPIRATION

14 ABILITY  
SAVE DC STRENGTH

ARMOR	
● Light ● Medium ● Heavy ● Shields	
WEAPONS	
● Simple ● Martial ○ Other Weapons:	
LANGUAGES	
Common	Mason tools
Dwarvish	Gaming set
	Vehicles (land)
	Smith's tools

PROFICIENCIES

ACTIONS	BONUS ACTIONS	REACTIONS
Attack (2 attacks per action)	Second Wind	Sentinel (after attack on ally)
	Quick Toss	

ACTIONS

9

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

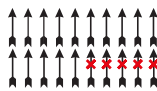
SENSES

NAME

Arrows

TOTAL

15



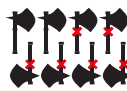
AMMUNITION

NAME

Handaxes

TOTAL

2



AMMUNITION

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Longbow	✓	Dex	150/600 ft	+5	1d8+2	Piercing
Ammunition, heavy, two-handed; No disadv. at long range; Ignore ½ and ¾ cover						
Light Hammer	✓	Str	Melee, 40/100 ft	+6	1d4+3	Bludgeoning
Light, thrown; No disadv. at long range; Ignore ½ and ¾ cover; +2 damage when thrown						
Handaxe	✓	Str	Melee, 40/100 ft	+6	1d6+3	Slashing
Light, thrown; No disadv. at long range; Ignore ½ and ¾ cover; +2 damage when thrown						
+1 Shortsword	✓	Str	Melee, 20/60	+7	1d6+4	Piercing
Finesse, light, thrown; No disadv. at long range; Ignore ½ and ¾ cover; +2 damage when thrown						
Javelin of Lightning	✓	Str	Melee, 50/160 ft	+6	1d6+3	Piercing
Thrown; Once per dawn special attack, see item description; No disadv. at long range; Ignore ½ and ¾ cover; +2 damage when thrown						

ATTACKS: WEAPONS & CANTRIPS

- **Thrown Weapon Fighting Style (Fighter 1, TCoE 42)**
  - I can draw a weapon with the thrown property as part of the attack I make with it
  - In addition, my ranged attacks made with thrown weapons deal +2 damage
- **Second Wind (Fighter 1, PHB 72) [1d10+5, 1× per short rest]**
  - As a bonus action, I regain 1d10 + fighter level HP; I can use this once per short rest
- **Action Surge (Fighter 2, PHB 72) [1× per short rest]**
  - I can take one additional action on my turn on top of my normally allowed actions
- **Combat Superiority (Battle Master 3, PHB 73) [d8, 4× per short rest]**
  - I gain a number of superiority dice that I can use to fuel special Maneuvers
  - I regain all superiority dice after a short rest
- **Maneuvers (Battle Master 3, PHB 73) [3 known]**
  - Use the "Choose Feature" button above to add a Maneuver to the third page
  - I can use a Maneuver by expending a superiority die (only one Maneuver per attack)
- **Student of War (Battle Master 3, PHB 73)**
  - I have proficiency with one artisan's tool set of my choice
- **Group Maneuvers**
  - Using a reaction in response to a predefined trigger to combine your efforts into an effect greater than the sum of it's parts. Use an inspiration to forego the requirement of a reaction.

♦ Quick Toss (Maneuver, TCoE 42)

As a bonus action, I can use a superiority die to do a ranged attack with a thrown weapon  
I can draw a thrown weapon as part of making this attack; I add the die to the damage

♦ Precision Attack (Maneuver, PHB 74)

I add the superiority die to my attack roll, either before or after rolling

♦ Maneuvering Attack (Maneuver, PHB 74)

Use after hitting a creature; I add the superiority die to my attack's damage

Ally can use reaction to move half speed without opportunity attack from the target

Group Maneuvers DC ~ 8+Proficiency+STR/DEX/INT ~ 13

♦ Catapult Jump

When an ally within 5 feet of you who weighs less than 30 times your Strength score jumps, you can use your reaction to launch them farther. The distance they are able to jump doubles, and every 2 feet of movement during their jump costs only 1 foot.

♦ Tabletop Trip

When an ally you can see pushes or pulls a creature that starts the movement from within 5 feet of you, you can use your reaction to to fall prone in the creature's path. If the target is your size or one size larger, it stumbles and falls prone in an unoccupied space within 5 feet of you, or the nearest unoccupied space.

NOTES

ADVENTURING GEAR

#

LB

ADVENTURING GEAR

#

LB

SUBTOTAL

SUBTOTAL

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT: Sentinel

[PHB 169]

Creatures I hit with opportunity attacks have 0 speed for this turn. The Disengage action doesn't work on me. When a creature within 5 ft makes an attack against a target other than me, I can use my reaction to make a melee weapon attack against the attacker.

FEAT: Sharpshooter

[PHB 170]

My ranged weapon attacks don't have disadvantage on long range and ignore half cover and three-quarters cover. With a ranged weapon that I am proficient with, I can choose to take a -5 penalty on the attack roll for +10 on the attack's damage.

FEAT: Thrown Arms Master

Increase your Strength or Dexterity by 1, to a maximum of 20.

Simple and martial melee weapons without the thrown property have the thrown property for you. One-handed weapons have a normal range of 20 feet and a long range of 60 feet, while two-handed weapons have a normal range of 15 feet.

FEAT:

FEATS

MAGIC ITEM: Weapon +1 (Shortsword)

[DMG 213]

I have a +1 bonus to attack and damage rolls made with this magic shortsword.

MAGIC ITEM: Javelin of lightning

[DMG 178]

Once per dawn I can speak this javelin's command word and make a ranged weapon attack with it on a target within 120 ft. All between me and the target in a 5-ft wide line take 4d6 lightning damage, DC 13 Dex save halves. If the javelin hits the target, it takes 1d6 piercing and 4d6 lightning damage.

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEMS



AU Hariaz Azfik

CHARACTER NAME

Male  
GENDER

AGE

Medium  
SIZE

HEIGHT

WEIGHT

Chaotic Good  
ALIGNMENT

FAITH

Red  
HAIR

EYES

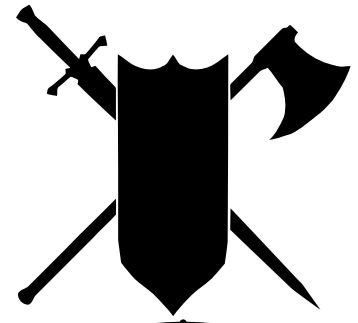
SKIN



AU Harias Stalwart Anvil Azfik

CHARACTER PORTRAIT

ORGANIZATION



SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

Modest

LIFESTYLE

DAILY PRICE

1 gp

ENEMIES

CHARACTER HISTORY

# PLAYER REFERENCE



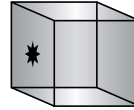
LINE



Point of Origin



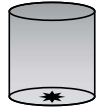
CONE



CUBE



SPHERE



CYLINDER

## AREA OF EFFECT

### **ATTACK (ACTION)**

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

### **CAST A SPELL (CASTING TIME OF THE SPELL)**

Effect depends on the spell being cast.

### **DASH (ACTION)**

Gain your speed as extra movement for this turn.

### **DISENGAGE (ACTION)**

Your movement doesn't provoke opportunity attacks for the rest of the turn.

### **DODGE (ACTION)**

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

### **ESCAPE (ACTION)**

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

### **HELP (ACTION)**

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

### **HIDE (ACTION)**

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

### **OVERRUN (ACTION OR BONUS ACTION)**

(DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

### **READY (ACTION)**

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readyng a spell requires concentration and expends the spell slot.

### **SEARCH (ACTION)**

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

### **TUMBLE (ACTION OR BONUS ACTION)**

(DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

### **USE OBJECT (ACTION)**

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

## COMBAT ACTIONS

(PHB 192)

### **MELEE ATTACK (ONE ATTACK)**

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

### **RANGED ATTACK (ONE ATTACK)**

Normal attack if up to normal range (first number). Disadvantage on the attack if up to long range (second number). Disadvantage on the attack if a hostile that is not incapacitated is within 5 ft and can see the attacker.

### **TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)**

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

### **DISARM (INSTEAD OF ONE ATTACK)**

(DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage on the weapon attack roll if the item is being held with two or more hands. Larger opponents have advantage and smaller have disadvantage.

### **GRAPPLE (INSTEAD OF ONE ATTACK)**

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

### **MARK (WITH MELEE ATTACK)**

(DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

### **SHOVE (INSTEAD OF ONE ATTACK)**

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

## ATTACK ACTION

(PHB 195)

<b>HALF</b>	+2 AC and Dex saving throws
<b>3/4</b>	+5 AC and Dex saving throws
<b>TOTAL</b>	Can't be targeted directly by attack or spell
<b>COVER</b>	(PHB 196)

### **MOVE (LIMITED BY MOVEMENT SPEED)**

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

### **CLIMB / SWIM (AT ½ SPEED)**

May involve a Str (Athletics) check if the climb / swim is difficult.

### **CRAWL (AT ½ SPEED)**

Crawl while prone (see conditions). Dropping prone costs no movement speed.

### **DIFFICULT TERRAIN (AT ½ SPEED)**

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

### **JUMP**

After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

### **STAND UP (COSTS ½ SPEED)**

Standing up from being prone costs half your movement speed for this turn.

## MOVEMENT

(PHB 182)

### **FORCED MARCH**

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

### **FOOD (ONE POUND PER DAY)**

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

### **WATER (ONE GALLON PER DAY)**

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

### **FALLING**

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

### **SUFFOCATING**

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

### **SHORT REST**

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

### **LONG REST**

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

## ENVIRONMENT

(PHB 183)

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks / saves
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

## EXHAUSTION (PHB 291)

### **BLINDED**

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

### **CHARMED**

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

### **DEAFENED**

Fail checks involving hearing.

### **FRIGHTENED**

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

### **GRAPPLED**

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

### **INCAPACITATED**

Can't take actions or reactions.

### **INVISIBLE**

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

### **PARALYZED**

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

### **PETRIFIED**

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

### **POISONED**

Disadvantage on attack rolls and ability checks.

### **PRONE**

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

### **RESTRAINED**

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

### **STUNNED**

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

### **UNCONSCIOUS**

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

## CONDITIONS

(PHB 290)

<b>LIGHTLY OBSCURED</b>	(dim light)	Disadvantage on sight Perception checks
<b>HEAVILY OBSCURED</b>	(darkness)	Effectively blinded (see conditions)
<b>BLINDSIGHT</b>		Out to range, perceive without sight.
<b>DARKVISION</b>		Out to range, treat dim light as bright light. Can't see colors.
<b>TRUESIGHT</b>		Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

## LIGHT & VISION

(PHB 183)

PACE	MINUTE	HOURLY	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

## TRAVEL PACE (PHB 182)