

Ogoligala

CHARACTER NAME

Fighter 11
CLASS & LEVEL

Goliath
RACE

Noble
BACKGROUND

Msymatt
PLAYER NAME
(Milestone)
EXPERIENCE POINTS

STRENGTH

+5

20

DEXTERITY

+3

16

CONSTITUTION

+5

20

INTELLIGENCE

+2

14

WISDOM

+1

12

CHARISMA

+1

13

- ☐ +9 Strength
- ☐ +3 Dexterity
- ☐ +9 Constitution
- ☐ +2 Intelligence
- ☐ +1 Wisdom
- ☐ +1 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☐ +3 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☐ +2 Arcana INT
- ☒ +9 Athletics STR
- ☐ +1 Deception CHA
- ☒ +6 History INT
- ☐ +1 Insight WIS
- ☒ +5 Intimidation CHA
- ☐ +2 Investigation INT
- ☐ +1 Medicine WIS
- ☐ +2 Nature INT
- ☐ +1 Perception WIS
- ☐ +1 Performance CHA
- ☒ +5 Persuasion CHA
- ☐ +2 Religion INT
- ☐ +3 Sleight of Hand DEX
- ☐ +3 Stealth DEX
- ☒ +5 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+3

INITIATIVE

ARMOR

20

CLASS

Resistances - Cold

DEFENSES

INSPIRATION

+4

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP Current HP Temp HP

125

125

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HIT POINTS

Total 11d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Dice Set

=== LANGUAGES ===

Common, Elvish, Giant

PROFICIENCIES & LANGUAGES

=== 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

=== BONUS ACTIONS ===

Second Wind • 1 / Short Rest

Once per short rest, you can use a bonus action to regain 1d10 + 11 HP.

=== REACTIONS ===

Fighting Style: Protection

While wielding a shield and a creature you can see attacks a target other than you within 5 ft., you can

use your reaction to impose disadvantage on the attack roll.

Stone's Endurance • 1 / Short Rest

As a reaction, reduce damage dealt to you by 1d12 +5 once per short rest.

=== 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 three times whenever you take the Attack action on your turn.

ACTIONS

11

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

12

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Longsword, +2

+11

1d8+7 Slashing

Martial, Versatile

Unarmed Strike

+9

6 Bludgeoning

Summon Echo Knight

Summons a knight within 15ft

WEAPON ATTACKS & CANTRIPS



CHARACTER NAME

Msymatt

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

FEATURES & TRAITS



Ogoligala

CHARACTER NAME

| | | | | |
|-----------------|-------|--------|--------|--------|
| Male | 30 | Medium | | 320 |
| GENDER | AGE | SIZE | HEIGHT | WEIGHT |
| Chaotic Neutral | God | | | |
| ALIGNMENT | FAITH | SKIN | EYES | HAIR |

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

The common folk love me for my kindness and generosity.

PERSONALITY TRAITS

Independence. I must prove that I can handle myself without the coddling of my family. (Chaotic)

IDEALS

Nothing is more important than the other members of my family.

BONDS

I hide a truly scandalous secret that could ruin my family forever.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

