







=== 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.

**PROFICIENCIES & LANGUAGES** 

=== 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 15f
	WE	APON ATTACKS & CANTRII	PS



Fighter 11 Msymatt
CLASS & LEVEL PLAYER NAME

Goliath Noble (Milestone)

RACE BACKGROUND EXPERIENCE POINTS

=== FIGHTER FEATURES ===

\* Hit Points • PHB 71

\* Proficiencies • PHB 71

\* Fighting Style • PHB 72 You adopt a fighting style specialty.

| Protection • PHB

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

| Fighting Style: Protection: 1 Reaction

\* Second Wind • PHB 72 Once per short rest, you can use a bonus action to regain 1d10 + 11 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

\* Ability Score Improvement • PHB 72

\* Extra Attack • PHB 72

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

| Special

\* Indomitable • PHB 72

You can reroll a saving throw that you fail - you must

use the new roll. You can use this 1 times per long rest.

| 1 / Long Rest • Special

=== GOLIATH RACIAL TRAITS ===

\* Natural Athlete • EE You have proficiency in the Athletics skill.

\* Stone's Endurance • EE

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

| 1 / Short Rest • 1 Reaction

\* Powerful Build • EE

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift

\* Mountain Born • EE

You don't suffer the penalties for being in high altitudes, and have resistance to cold damage.

Echo Knight

Summon an echo knight within 15 ft

Has the same size and shape as I do and can spawn with any equpiment i have on me.

14 AC with 1 HP

Is immune to all conditions and has 30 ft of movement speed on its own.

Any Attack made can be made from either the space I occupy or the space the echo occupies. Also if the enemy withdrawls 5 ft from the echo an oppurtunity to attack can come from my character.

At 3rd level i can make one additional melee attack from the echos position equal to the number of my consitution modifier.

Echo avatar i can use the echo as a spy and can see through his eyes and ears. During this i am deafened and blinded for up to 10 mins.

Shadow Martyr the echo can be used as a sacrafice for any attack directed at another creature that i can see. Short or long rest to use again.

## FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT		
	0	Longsword, +2	1	3 lb.	Torch	10	10 lb.		
		Shield	1	6 lb.	Waterskin	1	5 lb.		
Ş₽ <b>(</b> (	0	(BH)Chain Mail	1	55 lb.	Mithral Plate	1	65 lb.		
		Longsword	1	3 lb.	Bag of Holding	1	15 lb.		
FP (	0	Handaxe	1	2 lb.	Health Potion 2d4+4	5	5 lb.		
		Handaxe	1	2 lb.					
GP(X)	275	Backpack	1	5 lb.					
		(BH)Clothes, Fine	1	(6 lb.)					
PPR	0	(BH)Signet Ring	1						
l v	VEIGHT CARRIED	Crowbar	1	5 lb.					
	228.5 lb.	Hammer	1	3 lb.					
	ENCUMBERED	Piton	10	2.5 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT		
	600 lb.	(BH)Rations (1 day)	10	20 lb.					
Р	USH/DRAG/LIFT	Rope, Hempen (50 feet)	1	10 lb.					
	1200 lb.	(BH)Tinderbox	1	1 lb.					
EQUIPMENT									



