

Fighter 1 CLASS & LEVEL

Lightfoot Halfling Neutral

BACKGROUND

ALIGNMENT

Folk Hero

David PLAYER NAME

75

EXPERIENCE POINTS



INSPIRATION

PROFICIENCY BONUS

+1 Strength O +3 Dexterity

STRENGTH

DEXTERITY

16

CONSTITUTION

12

INTELLIGENCE

WISDOM

10

CHARISMA

- +3 Constitution
- +1 Intelligence O +0 Wisdom
- O +3 Charisma

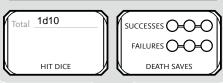
SAVING THROWS

- +5 Acrobatics (Dex)
- O +0 Animal Handling (Wis)
- O +1 Arcana (Int)
- O -1 Athletics (Str)
- +5 Deception (Cha)
- O +1 History (Int)
- O +0 Insight (Wis)
- O +3 Intimidation (Cha)
- +3 Investigation (Int)
- O +0 Medicine (Wis)
- O +1 Nature (Int)
- O +0 Perception (Wis)
- +5 Performance (Cha)
- O +3 Persuasion (Cha)
- O +1 Religion (Int)
- +5 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- O +0 Survival (Wis)

SKILLS



**CURRENT HIT POINTS TEMPORARY HIT POINTS** 



When I set my mind to something, I follow through. Also, I use long words in an attempt to sound smarter.

PERSONALITY TRAITS

Sincerity, It's no good pretending to be something I'm not.

IDFALS

One day, Thundertree will be a prosperous town again. A statue of me will stand in the town square.

BONDS

I'm convinced of the significance of my destiny, and blind to my shortcomings and the rick of failure.

FLAWS

DAMAGE/TYPE ATK BONUS Greatsword +1 2d6-1/s Longbow 1d8+3/p

Armor: Leather Armor

Shield: None

You can shoot your longbow 150 feet, or up to 600 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

Leather armor,

(See Features Page)

- --Brave
- --Fighting Style (Archery)
- --Fighting Style (Select One)\*\*
- --Halfling Nimbleness
- --Lucky
- -- Naturally Stealthy
- --Rustic Hospitality
- --Second Wind

PASSIVE WISDOM (PERCEPTION)

## Proficiencies:

All armor, shields, simple weapons, martial weapons.

Languages: Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

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29

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longbow, 20 arrows, greatsword, backpack, bedroll, messkit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, carpenter's tools, shovel, iron pot, set of common clothes. pouch

**EOUIPMENT** 

**FEATURES & TRAITS** 

# Features and Magic Items

#### Keldric

## Subclasses

## **Features**

## Brave

Source: Race (Halfling)

You have advantage on saving throws against being frightened.

## Fighting Style (Archery)

Source: Ranger

You gain a +2 bonus to attack rolls you make with ranged weapons (included in stats on Character Sheet).

## Fighting Style (Select One)

Source: Fighter

#### \*\*Not included in stats on Character Sheet

Select a Fighting Style by choosing in feature\_choices: archery defense dueling great-weapon fighting protection two-weapon fighting

### Halfling Nimbleness

Source: Race (Halfling)

You can move through the space of any creature that is of a size larger than yours.

#### Lucky

Source: Race (Halfling)

When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

## Naturally Stealthy

Source: Race (Lightfoot Halfling)

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

## **Rustic Hospitality**

Source: Background (Folk Hero)

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

### Second Wind

Source: Fighter

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again

## Magic Items