

Camry Wheeze

CHARACTER NAME

Fighter 1

CLASS & LEVEL

Human

RACE

Noble

BACKGROUND

Lawful neutral

ALIGNMENT

Brandy

PLAYER NAME

75

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

-1

9

CONSTITUTION

+2

15

INTELLIGENCE

+0

11

WISDOM

+1

13

CHARISMA

+2

14

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +5 Strength
- ☐ -1 Dexterity
- ☒ +4 Constitution
- ☐ +0 Intelligence
- ☐ +1 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☒ +2 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

16

ARMOR CLASS

-1

INITIATIVE

30

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

My flattery makes those I talk to feel wonderful and important. Also I don't like to get dirty, and I won't be caught dead in unsuitable accommodations

PERSONALITY TRAITS

Responsibility. It's the duty of a noble to protect the common people, not bully them.

IDEALS

My Greataxe is a family heirloom, and it's by far my most precious possession.

BONDS

I have a hard time resisting the allure of wealth, especially gold. Wealth can help me restore my legacy.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greataxe

+5

1d12+3/s

Javelin

+5

1d6+3/p

Armor: Chain Mail
Shield: None

ATTACKS & SPELLCASTING

(See Features Page)
--Fighting Style (Defense)
--Position of Privilege
--Second Wind
=====

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

All armor, shields, simple weapons, martial weapons.

Languages:

Common, Draconic, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

4

SP

9

EP

0

GP

44

PP

0

Chain mail, greataxe, 3 javelins, backpack, blanket, tinderbox, 3 days of rations, waterskin, set of fine clothes, signet ring, scroll of pedigree, shortbow, 5 arrows

EQUIPMENT

FEATURES & TRAITS

Features and Magic Items

Camry Wheeze

Subclasses

Features

Fighting Style (Defense)

Source: Fighter

While you are wearing armor, you gain a +1 bonus to AC (included in stats on Character Sheet).

Position of Privilege

Source: Background (Noble)

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

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