

testy mctesterson

CHARACTER NAME

Fighter 15, Rogue 1

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dwarf Hill Dwarf

RACE

ALIGNMENT

0

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

8

CONSTITUTION

8

-1

INTELLIGENCE

8

-1

WISDOM

8

-1

CHARISMA

8

-1

0

INSPIRATION

+5

PROFICIENCY BONUS

- ☐ +4 Strength
- ☐ -1 Dexterity
- ☐ +4 Constitution
- ☐ -1 Intelligence
- ☐ -1 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ \_\_\_ Acrobatics (Dex)
- ☐ \_\_\_ Animal Handling (Wis)
- ☐ \_\_\_ Arcana (Int)
- ☐ \_\_\_ Athletics (Str)
- ☐ \_\_\_ Deception (Cha)
- ☐ \_\_\_ History (Int)
- ☐ \_\_\_ Insight (Wis)
- ☐ \_\_\_ Intimidation (Cha)
- ☐ \_\_\_ Investigation (Int)
- ☐ \_\_\_ Medicine (Wis)
- ☐ \_\_\_ Nature (Int)
- ☐ \_\_\_ Perception (Wis)
- ☐ \_\_\_ Performance (Cha)
- ☐ \_\_\_ Persuasion (Cha)
- ☐ \_\_\_ Religion (Int)
- ☐ \_\_\_ Sleight of Hand (Dex)
- ☐ \_\_\_ Stealth (Dex)
- ☐ \_\_\_ Survival (Wis)

SKILLS

9

ARMOR CLASS

-1

INITIATIVE

25

SPEED

Hit Point Maximum +1 per level

0

CURRENT HIT POINTS

0

TEMPORARY HIT POINTS

Total 16

15d10, 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Dwarvish  
 Armor: light armor, medium armor, heavy armor, shields, light armor  
 Weapons: handaxe, battleaxe, warhammer, light hammer, simple weapons, martial weapons, simple weapons, hand crossbows, longswords, rapiers, shortswords  
 Tools: smith's tools, brewer's supplies, mason's tools

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

==== Racial Traits ====

**Darkvision:** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Dwarven Resilience:** You have advantage on saving throws against poison, and you have resistance against poison damage.

**Dwarven Combat Training:** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

**Tool Proficiency:** You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

**Stonecunning:** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Dwarven Toughness:** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

==== Class Features ====

**Fighting Style:** You adopt a particular style of fighting as your specialty. Choose one of the following options:

**Second Wind:** 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.

**Action Surge:** You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action. Once you use this feature, you must finish a short or long rest before you can use it again.

**Expertise:** Choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

**Sneak Attack:** Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of your target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

**Thieves' Cant:** During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages.

FEATURES & TRAITS



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CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN