

Fighter2

CHARACTER NAME

Fighter 8

CLASS & LEVEL

Forest Gnome

RACE

Knight

BACKGROUND

Lawful evil

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+2

14

CONSTITUTION

+1

12

INTELLIGENCE

+3

16

WISDOM

+0

10

CHARISMA

-1

8

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☒ +5 Strength
- ☐ +2 Dexterity
- ☒ +4 Constitution
- ☐ +3 Intelligence
- ☐ +0 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +3 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☒ +6 History (Int)
- ☒ +3 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +3 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☒ +2 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

19

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 54

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longsword

+5

1d8+2/s

Spear

+5

1d6+2/p

Armor: Half Plate

Shield: Shield

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

All armor, shields, simple weapons, martial weapons.

Languages:

[choose one], Common, Gnomish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Action Surge
--Darkvision (60')
--Extra Attack (2x)
--Fighting Style (Select One)**
--Gnome Cunning
--Natural Illusionist
--Position of Privilege
--Second Wind
--Speak with Small Beasts
--Spellcasting
--War Magic
--Weapon Bond

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



Fighter 8

SPELLCASTING CLASS

INT

14

+6

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

- Fire Bolt (V,S)
- Light (V,M)
- Minor Illusion (S,M)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- PREPARED
- SPELL NAME
- ☒ Mage Armor (V,S,M)
 - ☒ Magic Missile (V,S)

2

2

- ☒ Invisibility (V,S,M) (C)

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SPILLS KNOWN