

Fighter1

CHARACTER NAME

Fighter 15

CLASS & LEVEL

Dragonborn

RACE

Noble

BACKGROUND

Neutral good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+3

17

DEXTERITY

+2

14

CONSTITUTION

+1

13

INTELLIGENCE

+1

12

WISDOM

+0

10

CHARISMA

-1

9

0

INSPIRATION

+5

PROFICIENCY BONUS

- ☒ +8 Strength
- ☐ +2 Dexterity
- ☒ +6 Constitution
- ☐ +1 Intelligence
- ☐ +0 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +8 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☒ +6 History (Int)
- ☐ +0 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

16

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 96

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 15d10

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

Greatsword

+8

2d6+3/s

Longbow

+7

1d8+2/p

Battleaxe

+8

1d8+3/s

Armor: Chain Mail

Shield: None

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:

Elvish, Common, Draconic

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
- Breath Weapon
- Combat Superiority (d10)
- Commander's Strike
- Damage Resistance
- Disarming Attack
- Distracting Strike
- Draconic Ancestry
- Evasive Footwork
- Extra Attack (3x)
- Fighting Style (Select One)**
- Indomitable (2x/LR)
- Know Your Enemy
- Lunging Attack
- Parry
- Position of Privilege
- Rally
- Relentless
- Second Wind
- Student of War
- Sweeping Attack

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS

Features and Magic Items

Fighter1

Subclasses

Subclass: Battle Master

Those who emulate the archetypal Battle Master employ martial techniques passed down through generations. To a Battle Master, combat is an academic field, sometimes including subjects beyond battle such as weaponsmithing and calligraphy. Not every fighter absorbs the lessons of history, theory, and artistry that are reflected in the Battle Master archetype, but those who do are well-rounded fighters of great skill and knowledge

Features

Action Surge

Source: Fighter

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Breath Weapon

Source: Race (Dragonborn)

You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$. A creature takes **2d6** damage on a failed save, and half as much damage on a successful one. The damage increases to **3d6** at 6th level, **4d6** at 11th level, and **5d6** at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest. Damage

Combat Superiority (d10)

Source:

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers: You learn three maneuvers of your choice, which are detailed under "Maneuvers" below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice: You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Saving Throws: Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = $8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$

Commander's Strike

Source: Fighter Maneuver (Battle Master)

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

Damage Resistance

Source: Race (Dragonborn)

You have resistance to the damage type associated with your draconic ancestry. Languages.

Disarming Attack

Source: Fighter Maneuver (Battle Master)

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Distracting Strike

Source: Fighter Maneuver (Battle Master)

When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Draconic Ancestry

Source: Race (Dragonborn)

You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type.

Dragon • Damage Type • Breath Weapon
Black • Acid • 5 by 30 ft. line (DEX save)
Blue • Lightning • 5 by 30 ft. line (DEX save)
Brass • Fire • 5 by 30 ft. line (DEX save)
Bronze • Lightning • 5 by 30 ft. line (DEX save)
Copper • Acid • 5 by 30 ft. line (DEX save)
Gold • Fire • 15 ft. cone (DEX save)
Green • Poison • 15 ft. cone (CON save)
Red • Fire • 15 ft. cone (DEX save)
Silver • Cold • 15 ft. cone (CON save)
White • White • 15 ft. cone (CON save)

Evasive Footwork

Source: Fighter Maneuver (Battle Master)

When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

Extra Attack (3x)

Source: Fighter

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

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

Indomitable (2x/LR)

Source: Fighter

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

Know Your Enemy

Source: Fighter (Battle Master)

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels (if any)
- Fighter class levels (if any)

Lunging Attack

Source: Fighter Maneuver (Battle Master)

When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

Parry

Source: Fighter Maneuver (Battle Master)

When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

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.

Rally

Source: Fighter Maneuver (Battle Master)

On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.

Relentless

Source: Fighter (Battle Master)

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

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.

Student of War

Source: Fighter (Battle Master)

At 3rd level, you gain proficiency with one type of artisan's tools of your choice.

Sweeping Attack

Source: Fighter Maneuver (Battle Master)

When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack. Trip

Magic Items