

Speedball

CHARACTER NAME

Fighter⁷ + Artificer² Soldier

CLASS & LEVEL

BACKGROUND

Cameron

PLAYER NAME

Lizardfolk

RACE

Chaotic Neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+5

20

CONSTITUTION

+2

15

INTELLIGENCE

+1

13

WISDOM

+1

13

CHARISMA

-2

7

INSPIRATION

+4

PROFICIENCY BONUS

- ☒ +7 Strength
- ☐ +6 Dexterity
- ☒ +7 Constitution
- ☐ +2 Intelligence
- ☐ +2 Wisdom
- ☐ -2 Charisma

SAVING THROWS

- ☐ +5 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +6 Athletics (Str)
- ☐ -2 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +2 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☒ +5 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ -2 Performance (Cha)
- ☐ -2 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +5 Sleight of Hand (Dex)
- ☒ +9 Stealth (Dex)
- ☒ +5 Survival (Wis)

SKILLS

22

ARMOR CLASS

+5

INITIATIVE

30

SPEED

Hit Point Maximum 78

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7d10 2d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I have a crude sense of humor.

PERSONALITY TRAITS

Independence - When people follow orders blindly, they embrace a kind of tyranny.

IDEALS

Those who fight beside me are worth dying for

BONDS

I have little respect for anyone who is not a proven warrior.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+8	1d4+5P
Bite	+4	1d6+2P
Mace of Terror	+9	1d6+7P
dagger - finesse, light, thrown		
bite - unarmed		
rapier - finesse, infused (+1)		
shield - infused (+1)		
Extra Attack		
Duelling (+2 dmg when I weapon)		
Hungry Jaws		

ATTACKS & SPELLCASTING

Size Medium 7' 250lbs
Green Scaly Skin Age 15
No hair
Yellow Eyes

Manifest Echo
Unleash Incarnation (2) LR
Magical Tinkering
Infuse Item
Infusions known: *active
- Returning Weapon
- Replicate Magic Item
- Enhanced Weapon *
- Enhanced Defense *

Echo Avatar
Psionic Assault - DC 16 Wis
or be stunned 60ft

13

PASSIVE WISDOM (PERCEPTION)

Common
Dragonair
Land Vehicles
3- Dragon Air
Cunning Artisan
Hold Breath
Hunters Lore
Natural Armor
Hungry Jaws (1) SR/LR
Second Wind (1) SR/LR
Action Surge (1) SR/LR
Defensive Duelist +PB to AC

OTHER PROFICIENCIES & LANGUAGES

Shield x2
Dagger x5
Insomnia of Rank (off. cor)
Broken longsword
deck of cards
common clothes
Leatherworkers tools
Thieves Tools
765
Cloak of Protection
Remove Curse Spell Scroll
Mace of Terror (2)
150

EQUIPMENT

FEATURES & TRAITS



Artificer

SPELLCASTING
CLASS

Intelligence

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

Can Prepare Int mod + Artificer lvl rounded down = 2

0 CANTRIPS

Mage Hand
Mending

3

6

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED
1 2

- Cure Wounds
- Absorb Elements
- Detect Magic
- Fabricate
- Feather Fall
- Identify

4

7

2

5

8

9