

Tim

Resource Summary

Class & Level	Fighter 5
Race	Human
Backrground	Criminal
Alignment	lawful neutral
Proficiency	3

Action Surge	1
Superiority Dice	4d8

Features

Human Features:

- One extra skill proficiency of your choosing
- One bonus feat of your choosing

Criminal Feature:

- You know someone who can connect you with other criminals

Fighter Features:

- Fighting Style - Archery: +2 to attack with ranged weapons
- Heal 1d10 + level hit points as a bonus action (once between rests)
- Crossbow Expert: You don't have disadvantage from adjacent enemies on ranged attacks, you can load crossbows faster, and you can make a bonus action attack with a hand crossbow after attacking with a one-handed weapon
- Take an extra action once between rests
- Trip: You can cause one creature you hit to take Superiority Die extra damage and if it is at most Large size must make a Str save or fall prone
- Precise Strike: You can gain Superiority Die to an attack roll
- Frighten: You can cause one creature you hit to take Superiority Die extra damage and must make a Wis save or be frightened this round
- Sharpshooter: Your ranged attacks ignore ½ and ¾ cover, don't have disadvantage from long range, and you can take -5 to a ranged attack for +10 damage
- You can make two attacks on your turn

	Str	Dex	Con	Int	Wis	Chr
Score	9	18	17	11	12	12
Modifier	-1	4	3	0	1	1
Prof.	☒	☐	☒	☐	☐	☐
Save	2	4	6	0	1	1

16	4	30	49	5d10
AC	Initiative	Speed	HP	Hit Dice

Skills

Str			Wis		
Athletics	☐	-1	Animal Handling	☐	1
Dex			Insight	☒	4
Acrobatics	☐	4	Medicine	☐	1
Sleight of Hand	☐	4	Perception	☒	4
Stealth	☒	7	Survival	☐	1
Int			Chr		
Arcana	☐	0	Deception	☐	1
History	☐	0	Intimidation	☒	4
Investigation	☐	0	Performance	☐	1
Nature	☐	0	Persuasion	☒	4
Religion	☐	0			

Weapons

Name	Attack	Damage	Type	Range
Longbow	9	1d8+4	Piercing	150/600
Crossbow, hand	9	1d6+4	Piercing	30/120
Handaxe	2	1d6-1	Slashing	20/60
Dagger	7	1d4+4	Piercing	20/60
Rapier	7	1d8+4	Piercing	5 feet

Proficiencies

Armor: Light Armor, Medium Armor, Heavy Armor, Shields

Weapon: Simple Weapons, Martial Weapons

Tool: One type of gaming set

Thieves' Tools

Poisoner's kit

Languages: Common

Extra Language

Personality

Traits:

Ideals:

Bonds:

Flaws:

Equipment

qlleather armor

shield

longbow

crossbow, hand

handaxe (2)

arrows (20)

dungeoneer's pack

crowbar

set of dark common clothes

hood

belt pouch

Currency: 0 PP, 12 GP, 0 EP, 0 SP, 0 CP

Spells

Spell DC: 15

Spell Attack: 7