

## Fighty McFighterson

CHARACTER NAME

Fighter, Level 0

CLASS & LEVEL

Human

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

✗

INSPIRATION

14

+2

STRENGTH

- ◇ +2 SAVING THROWS
- +2 ATHLETICS

These are skills

10

+0

DEXTERITY

- ◇ +0 SAVING THROWS
- +0 ACROBATICS
- +0 SLEIGHT OF HAND
- +0 STEALTH

Proficient, y/n?

10

+0

CONSTITUTION

- ◇ +0 SAVING THROWS

10

+0

INTELLIGENCE

- ◇ +0 SAVING THROWS
- +0 ARCANA
- +0 HISTORY
- +0 INVESTIGATION
- +1 NATURE
- +0 RELIGION

10

+0

WISDOM

- ◇ +0 SAVING THROWS
- +0 ANIMAL HANDLING
- +0 INSIGHT
- +0 MEDICINE
- +0 PERCEPTION
- +0 SURVIVAL

10

+0

CHARISMA

- ◇ +0 SAVING THROWS
- +0 DECEPTION
- +0 INTIMIDATION
- +0 PERFORMANCE
- +0 PERSUASION

✗

PASSIVE WISDOM (PERCEPTION)

15

ARMOR CLASS

✗

INITIATIVE

30ft

SPEED

HIT POINT MAXIMUM 10

Health

CURRENT HIT POINTS

✗

TEMPORARY HIT POINTS

Total

✗

HIT DICE

SUCCESS

✗

FAILURES

DEATH SAVED

✗

PERSONALITY TRAITS

✗

IDEALS

✗

BONDS

✗

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longsword

+3

1d10+2

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Attack Bonus (Bonus Chance to hit on attacks):

Melee weapon gets a strength bonus (+2)

+

Proficiency Bonus (+1)

=

Bonus Chance to Hit (+3)

Attack Damage against enemy hit points:

Weapon Attack Damage

Roll one 10 sided die (1d10)

+

Strength Bonus for using a melee weapon(+2)

=

Your Attack Damage (1d10 + 2)

ATTACKS & SPELLCASTING

Second Wind: Once per long rest, you can choose to regain health equaling the roll of one ten-sided dice (1d10)

FEATURES & TRAITS

Languages: Common

Proficient with equipment: all weapons and armor

Proficient at skills: Nature

OTHER PROFICIENCIES & LANGUAGES

Armor: Chainmail Armor (15 Armor Class)

EQUIPMENT & CHARACTER NOTES