

Kilvar - Steelfist

CHARACTER NAME

Fighter 9

CLASS & LEVEL

Mountain Dwarf

RACE

Soldier

BACKGROUND

Neutral good

ALIGNMENT

Micha

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+5

20

DEXTERITY

+0

10

CONSTITUTION

+4

18

INTELLIGENCE

+0

11

WISDOM

+2

14

CHARISMA

+0

11

No

INSPIRATION

+4

PROFICIENCY BONUS

- ☒ +9 Strength
- ☐ +0 Dexterity
- ☒ +8 Constitution
- ☐ +0 Intelligence
- ☐ +2 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +9 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☐ +0 History (Int)
- ☐ +2 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +6 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☒ +6 Survival (Wis)

SKILLS

23

ARMOR CLASS

+0

INITIATIVE

25

SPEED

Hit Point Maximum 93

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I enjoy being strong and like breaking things. Read Hear and Beard. Scars in the Face.

PERSONALITY TRAITS

Independence. When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)

IDEALS

Someone saved my life on the battlefield. To this day, I will never leave a friend behind.

BONDS

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

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

+1 Battleaxe

+10

1d8+8/s

Handaxe

+9

1d6+7/s

Armor: PlateDwarf

Shield: Shield

Disadvantage: Stealth Attack

Roll: 1d20+5, 4 Superiority

Dice: d8, Maneuver save DC

= 8 + my proficiency + my Dex

ATTACKS & SPELLCASTING

16

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

All armor, shields, simple weapons, martial weapons, battleaxes, handaxes, throwing hammers, warhammers.

Languages:

Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

1040

SP

0

EP

0

GP

150

PP

0

Cloak of Protection, Squad-Leader clothes, common clothes, Sculp (Throphy), Backpack, Bedroll, Mess kit, Tinderbox, 10 torches, 6 days of Rations, Waterskin, 2 Blankets, 1 incense, alms box, hempen rope 50m, Bard, nice blanket violet (80gp), tent 3 person, Trophy (Sword made out of mithril), Everfull Mug of dwarven beer

EQUIPMENT

(See Features Page)

--Action Surge

--Combat Superiority (d8)

--Darkvision (60')

--Distracting Strike

--Dwarven Resilience

--Extra Attack (2x)

--Fighting Style (Dueling)

--Indomitable (1x/LR)

--Know Your Enemy

--Menacing Attack

--Military Rank

--Precision Attack

--Riposte

--Second Wind

--Sentinel

--Stonecunning

--Student of War

--Tripping Attack

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Gaming set (cards), vehicle driving

FEATURES & TRAITS

Features and Magic Items

Kilvar - Steelfist

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.

Combat Superiority (d8)

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 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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.

Dwarven Resilience

Source: Race (Dwarf)

You have advantage on saving throws against poison, and you have resistance against poison damage

Extra Attack (2x)

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 (Dueling)

Source: Fighter

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Indomitable (1x/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)

Menacing Attack

Source: Fighter Maneuver (Battle Master)

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Military Rank

Source: Background (Soldier)

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Precision Attack

Source: Fighter Maneuver (Battle Master)

When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

Riposte

Source: Fighter Maneuver (Battle Master)

When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

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.

Sentinel

Source: Feats

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Stonecunning

Source: Race (Dwarf)

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. Languages.

Student of War

Source: Fighter (Battle Master)

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

Tripping Attack

Source: Fighter Maneuver (Battle Master)

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a

Strength saving throw. On a failed save, you knock the target prone

Magic Items

Cloak of Protection

Requires Attunement: True

Rarity: Uncommon

You gain a +1 bonus to AC and Saving Throws while wearing this cloak.