

Øxar - Character Sheet

Last Updated: 2026-01-11

Basic Information

Attribute	Value
Name	Øxar
Species	Human
Class	Fighter (Battle Master from Level 3)
Background	Soldier
Alignment	Chaotic Good
Level	2

Ability Scores (*PHB* p. 36)

Ability	Base	Bonus	Score	Modifier
STR	15	+2 (Soldier)	17	+3
DEX	12	—	12	+1
CON	15	+1 (Soldier)	16	+3
INT	10	—	10	+0
WIS	11	—	11	+0
CHA	8	—	8	-1

Combat Stats (*PHB* pp. 361–365)

Stat	Value
Armor Class	17 (Chain Mail + Defense)
Initiative	+1 (Dex modifier)
Speed	30 ft
Hit Points	24 (Level 1: 10+3, Level 2: 8+3)
Hit Dice	2d10
Proficiency Bonus	+2

Saving Throws

- **STR** +5 (proficient)
 - **CON** +5 (proficient)
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Skills & Proficiencies

Proficient Skills

Skill	Bonus	Source
Athletics (STR)	+5	Soldier
Intimidation (CHA)	+1	Soldier
Stealth (DEX)	+3	Human Skillful (p. 194)

⚠ TODO: Choose 2 Fighter Class Skills

Fighters gain proficiency in 2 skills from: Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival. (*PHB p. 91*)

Since Athletics and Intimidation are already proficient, choose 2 from:

- **Acrobatics** (+3)
- **Animal Handling** (+2)
- **History** (+2)
- **Insight** (+2)
- **Perception** (+2)
- **Survival** (+2)

Languages

- Common

TODO: Choose Additional Language

Humans know Common plus one additional language (*PHB p. 170*).

Tool Proficiencies

- Gaming set
- Land vehicles

Armor Proficiencies

- All armor
- Shields

Weapon Proficiencies

- Simple weapons
- Martial weapons

Features & Traits

Species: Human (*PHB* p. 170)

Resourceful

You gain **Heroic Inspiration** (*PHB* p. 38) after each Long Rest.

- Heroic Inspiration lets you roll with **Advantage** on a d20 Test (attack roll, saving throw, or ability check).

Skillful

You gain proficiency in one extra skill of your choice.

- Øxar has chosen **Stealth**.

Versatile

You gain one **Origin Feat** at 1st level.

- Øxar has chosen **Great Weapon Master**.
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Background: Soldier (*PHB* p. 179)

- **Ability Score Increases:** +2 Strength, +1 Constitution
 - **Skill Proficiencies:** Athletics, Intimidation
 - **Tool Proficiencies:** One gaming set, vehicles (land)
 - **Starting Equipment:** Military insignia, uniform, etc.
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Class: Fighter (*PHB* pp. 91–97)

Hit Dice

- d10 per Fighter level

Saving Throws

- Strength, Constitution

Armor Proficiencies

- All armor, shields

Weapon Proficiencies

- Simple and martial weapons

Second Wind (*PHB* p. 91)

As a **Bonus Action**, heal **1d10 + Fighter level** HP. You have **2 uses**.

- Regain **1 use** on Short Rest, **all uses** on Long Rest
- At Level 2: Heal 1d10 + 2 HP per use

Action Surge (*PHB p. 92*) — Level 2

On your turn, take one additional **Action**. Usable **once per Short or Long Rest**.

Fighting Style: Defense (*PHB p. 95*)

While you are wearing armor, you gain a **+1 bonus to Armor Class**.

Subclass: Battle Master (*PHB pp. 93–95*) — from Level 3

Combat Superiority (Level 3)

- **4 Superiority Dice** (d8s) fuel maneuvers; regain on Short/Long Rest
- Know **3 maneuvers** at level 3
- **Maneuver Save DC** = 8 + Proficiency + STR modifier

Student of War (Level 3) — Proficiency with one artisan's tool

Know Your Enemy (Level 7) — Bonus Action to compare two characteristics with a creature

Improved Combat Superiority (Level 10) — Superiority Dice become d10s

Feats

Great Weapon Master (*PHB p. 201*) — Origin Feat

Prerequisite: Strength or Constitution 13+

Heavy Weapon Mastery: When you hit with a **Heavy** weapon as part of the Attack action, deal extra damage equal to your **Proficiency Bonus** (+2 at level 1).

Hew: After a **Critical Hit** or reducing a creature to **0 HP** with a melee weapon, make one attack with the same weapon as a **Bonus Action**.

Savage Attacker (*PHB p. 205*) — Origin Feat (Soldier Background)

Prerequisite: None

Once per turn when you hit with a weapon, you can **reroll the weapon's damage dice** and use either roll.

Sentinel (*PHB p. 206*) — Planned for Level 8

Prerequisite: Strength or Dexterity 13+

- **Opportunity Attack** reduces target's speed to **0** for the turn
 - Creatures provoke Opportunity Attacks even if they **Disengage**
 - **Reaction** melee attack when a creature within 5 ft attacks someone other than you
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Equipment (*PHB pp. 213–222*)

Weapons (*PHB pp. 213–215*)

Greataxe (p. 215) — Primary

Stat	Value
Attack Bonus	+5 (STR +3, Prof +2)
Damage	1d12 + 3 slashing
Properties	Heavy, Two-Handed
Mastery	Cleave (p. 214) — on hit, make another attack vs. a second creature within 5 ft of the first (weapon damage only, no ability mod). 1/turn

Handaxes (x2) (p. 215)

Stat	Value
Attack Bonus	+5
Damage	1d6 + 3 slashing
Properties	Light, Thrown (20/60 ft)
Mastery	Vex (p. 214) — Advantage on next attack vs. same creature

TODO: Choose 3rd Weapon Mastery

Fighters know 3 weapon masteries at level 1 (*PHB p. 91*). Currently only 2 are assigned (Cleave, Vex). Choose a 3rd mastery for any weapon Øxar is proficient with.

Armor (*PHB pp. 218–219*)

Chain Mail (p. 219)

Stat	Value
Type	Heavy Armor
AC	16
Requirements	STR 13

Stat	Value
Notes	No Dex bonus, Stealth Disadvantage

Adventuring Gear

Dungeoneer's Pack

- Backpack
 - Crowbar
 - Hammer
 - Pitons (10)
 - Rope (50 ft)
 - Torches (10)
 - Tinderbox
 - Rations (10 days)
 - Waterskin
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Quick Reference: Attack Options

Greataxe Attack

- **To Hit:** +5
- **Damage:** 1d12 + 3 slashing
- **With GWM:** Add +2 damage (Proficiency Bonus) once per turn
- **Cleave Mastery:** On hit, make a second attack (+5) vs. creature within 5 ft of the first; deals 1d12 only (no STR mod). 1/turn

Typical Attack (with GWM): +5 to hit, 1d12 + 5 slashing, plus Cleave

Handaxe (Melee or Thrown)

- **To Hit:** +5
- **Damage:** 1d6 + 3 slashing
- **Range:** 20/60 ft (thrown)

Bonus Action Options

- **Second Wind:** Heal 1d10 + 2 HP (2 uses; regain 1 on Short, all on Long Rest)
- **Hew (GWM):** Extra attack after crit or reducing enemy to 0 HP

Action Options

- **Action Surge:** Take one additional Action (1/Short or Long Rest)
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Resources Per Rest

Resource	Uses	Short Rest	Long Rest
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Resource	Uses	Short Rest	Long Rest
Second Wind	2	Regain 1	Regain all
Action Surge	1	✓ Regain	✓ Regain
Heroic Inspiration	1	—	✓ Gain
Hit Dice	2	—	Regain half (min 1)

Character Summary

Øxar is a frontline fighter specializing in heavy two-handed weapons. He excels at dealing massive damage with Great Weapon Master and can heal himself once per rest. His background as a soldier and former thrall in the Stormlands makes him both brawler and strategist.

This sheet summarizes Øxar's unique features, feats, and abilities for quick reference in play. As Øxar levels, new maneuvers, subclass features, and feats will be added.