

# Øxar - Character Sheet

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## 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**.

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Fighting Style: Defense (PHB p. 95)

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

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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**

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## 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**.

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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.

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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

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	<b>Cleave</b> ( <i>p. 214</i> ) — 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	<b>Vex</b> ( <i>p. 214</i> ) — 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

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)

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.*