

Richard

CHARACTER NAME

Fighter 3
CLASS & LEVEL

Variant Human
RACE

Noble
BACKGROUND

sdrafahl
PLAYER NAME

(Milestone)
EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+2

15

CONSTITUTION

+2

15

INTELLIGENCE

-1

9

WISDOM

+0

10

CHARISMA

-1

9

- ☐ +4 Strength
- ☐ +2 Dexterity
- ☐ +4 Constitution
- ☐ -1 Intelligence
- ☐ +0 Wisdom
- ☐ -1 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☒ +4 AcrobaticsDEX
- ☐ +0 Animal Handlingwis
- ☐ -1 ArcanaINT
- ☐ +2 AthleticsSTR
- ☐ -1 DeceptionCHA
- ☒ +1 HistoryINT
- ☐ +0 Insightwis
- ☐ -1 IntimidationCHA
- ☐ -1 InvestigationINT
- ☐ +0 Medicinewis
- ☐ -1 NatureINT
- ☒ +2 Perceptionwis
- ☐ -1 PerformanceCHA
- ☒ +1 PersuasionCHA
- ☐ -1 ReligionINT
- ☒ +4 Sleight of HandDEX
- ☐ +2 StealthDEX
- ☐ +0 Survivalwis
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+2

INITIATIVE

ARMOR

16

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

28

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HIT POINTS

Total 3d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Three-Dragon Ante Set

=== LANGUAGES ===

Abyssal, Common

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Second Wind • 1 / Short Rest

Once per short rest, you can use a bonus action to regain 1d10 + 3 HP.

=== SPECIAL ===

Action Surge • 1 / Short Rest

You can take one additional action on your turn. This can be used 1 times per short rest.

ACTIONS

12

PASSIVE WISDOM (PERCEPTION)

10

PASSIVE WISDOM (INSIGHT)

9

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

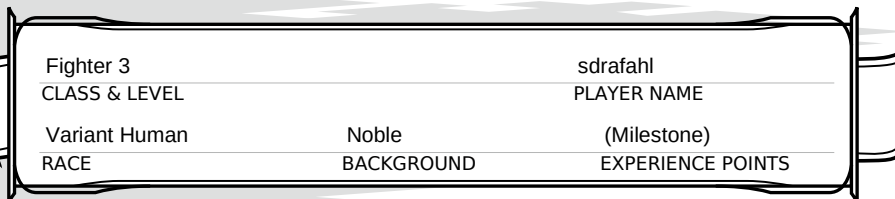
NOTES

Unarmed Strike

+4

3 Bludgeoning

WEAPON ATTACKS & CANTRIPS



* Hit Points • PHB 71

* Proficiencies • PHB 71

* Fighting Style • PHB 72
You adopt a fighting style specialty.

| Archery • PHB
You gain a +2 bonus to attack rolls you make with ranged weapons.

* **Second Wind • PHB 72**
Once per short rest, you can use a bonus action to regain 1d10 + 3 HP.

| 1 / Short Rest • 1 Bonus Action

* Action Surge • PHB 72
You can take one additional action on your turn. This can be used 1 times per short rest.

| 1 / Short Rest • Special

* Martial Archetype • PHB 72

I Champion

* Improved Critical • PHB
Your weapon attacks score a critical hit on a roll of 19 or 20.

=== VARIANT HUMAN RACIAL TRAITS ===

* Languages • PHB 31
You can speak, read, and write Common and one extra language.

* Ability Score Increase • PHB 31

Two different ability scores of your choice increase by 1.

* Skills • PHB 31
You gain proficiency in one skill of your choice.

=== Feat ===

- Crossbow expert

- ignore loading property for crossbow

- Being within 5 feet of a hostile creature doesnt impose disadvantage on your ranged attack rolls

- When you use the attack action and attack with a one handed weapon, you can use a bonus action to attack with a hand crossbow you are holding.

FEATURES & TRAITS



Richard

CHARACTER NAME

male	22	Medium	6'0	200
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good		white	green	blond
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations. No one could doubt by looking at my

PERSONALITY TRAITS

Responsibility. It is my duty to respect the authority of those above me, just as those below me must respect

IDEALS

My house's alliance with another noble family must be sustained at all costs.

BONDS

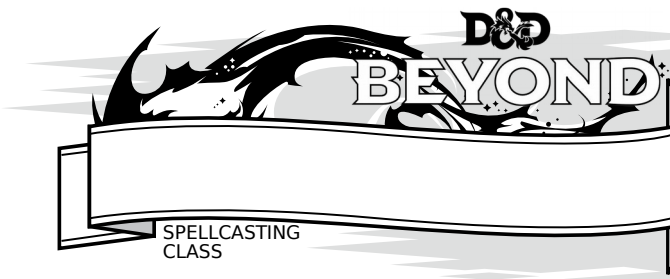
I secretly believe that everyone is beneath me.

I too often hear veiled insults and

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK M ERANGE	COMP	DURATION	PAGE REF	NOTES
<div>SPELLS</div>						