

Fighter (A)

Character Name	Initiative	Proficiency	Armor Class	Hit Dice	Hit Points
	+2	+2	16	1D10	12

ABILITY SCORES (already adjusted for background with customisation)

	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Score	17	14	14	8	10	12
Modifier	+3	+2	+2	-1	+0	+1

SAVING THROWS

	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Proficient	●		●			
Save	+5	+2	+4	-1	+0	+1

SKILLS (pick 2 and add proficiency +2 to total)

Prof.	Skill	Attr.	Mod.	+ Prof	= Total
<input type="radio"/>	Athletics	STR	+3		
<input type="radio"/>	Intimidation	CHA	+1		
<input type="radio"/>	Acrobatics	DEX	+2		
<input type="radio"/>	Animal Handling	WIS	+0		
<input type="radio"/>	History	INT	-1		
<input type="radio"/>	Insight	WIS	+0		
<input type="radio"/>	Persuasion	CHA	+1		
<input type="radio"/>	Perception	WIS	+0		
<input type="radio"/>	Survival	WIS	+0		

PERSONALITY

Reputation: (pick one) Muscular — Sinewy — Protective — Direct

Trait: (pick one) Lithe — Dynamic — Fidgety — Poised — Energetic — Hale — Hearty — Stable

Flaw: (pick one) Artless — Illogical — Uninformed — Frivolous

ALIGNMENT

Approach: (pick one)
 Cooperative — Loyal — (Lawful)
 Judgemental — Methodical —
 Selfish — Disinterested — (Neutral)
 Laconic — Pragmatic —
 Boastful — Impulsive — (Chaotic)
 Rebellious — Self-absorbed

Morality: (pick one)
 Compassionate — Helpful — (Good)
 Honest — Kind —
 Selfish — Disinterested — (Neutral)
 Laconic — Pragmatic

PROFICIENCIES

Weapon Proficiencies: Simple and Martial weapons

Armor Training: Light, Medium, and Heavy armor, and Shields

CLASS FEATURES

Fighting Style: (pick one)

- ☐ **Defense:** Gain +1 bonus to Armor Class (add to Armor Class, above).
- ☐ **Great Weapon Fighting:** Two-handed melee damage die of 1-2 counts as 3.

Second Wind: Bonus Action regain 1D10+1 hit points. Two uses. Regain one use on a Short Rest. Regain all uses on a Long Rest. ☐ ☐

Weapon Mastery: Three kinds of weapon. Change on a Long Rest.

EQUIPMENT

Mast.	Weapon	Attack	Damage	Properties	Mastery
<input checked="" type="checkbox"/>	Greatsword	STR +5	2D6+3 slash	Heavy, Two-Handed	Graze: On a miss do 3 (STR mod) damage
<input checked="" type="checkbox"/>	Flail	STR +5	1D8+3 blud.		Sap: Hit creature has disadvantage on next attack
<input checked="" type="checkbox"/>	Javelin x8	STR +5	1D6+3 pier.	Thrown (range 30/120)	Slow: On a hit reduce speed by 10 ft

Other Equipment: Chainmail (Heavy, AC 16), Backpack, Caltrops, Crowbar, 2 flasks of Oil, 10 days of Rations, Rope, Tinderbox, 10 Torches, Waterskin

Trinket: (pick one)

- ☐ An old divination card bearing your likeness (16)
- ☐ A silver spoon with an M engraved on the handle (49)
- ☐ A receipt of deposit at a bank in a far-off city (84)
- ☐ A book about a legendary hero's rise and fall, with the last chapter missing (88)

Money: 4 GP

