

## Chausey

Fighter level 6

Folk Hero

Human

Force

19

+4

Dextérité

20

+5

Constitution

15

+2

Intelligence

11

0

Sagesse

13

+1

Charisme

9

-1

+3

BONUS DE MAÎTRISE

17

CA

+5

Initiative

9m

Vitesse

●

+7 Force

○

+5 Dextérité

●

+5 Constitution

○

0 Intelligence

○

+1 Sagesse

○

-1 Charisme

JETS DE SAUVEGARDE

○

+5 Acrobaties

○

0 Arcanes

○

+4 Athlétisme

○

+5 Discrétion

●

+4 Dressage

○

+5 Escamotage

●

+3 Histoire

○

-1 Intimidation

○

+1 Intuition

○

0 Investigation

○

+1 Médecine

○

0 Nature

●

+4 Perception

○

-1 Persuasion

○

0 Religion

○

-1 Représentation

●

+4 Survie

○

-1 Tromperie

COMPÉTENCES

POINTS DE VIE ACTUELS (53)

DÉS DE VIE

SUCCÈS ○○○○

ÉCHECS ○○○○

JdS CONTRE LA MORT

### Rustic Hospitality

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

### Starting Fighter

As a 1st-level Fighter, you begin play with 10+your Constitution modifier hit points.

You are proficient with the following items, in addition to any proficiencies provided by your race or background.

- Armor: light, medium, heavy, shields
- Weapons: simple, martial
- Tools: none
- Skills: Choose 2 from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival

You begin play with the following equipment, in addition to any equipment provided by your background.

- (a) chain mail or (b) leather armor, longbow, and arrows (20)
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and crossbow bolts (20) or (b) two handaxe
- (a) a dungeoneer's pack or (b) an explorer's pack

Alternatively, you may start with 5d4 x 10 gp and choose your own equipment.

### Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take the same Fighting Style option more than once, even if you get to choose again.

### Fighting Style: Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

### Second Wind

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.

### Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional **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.

### Martial Archetype

At 3rd level, you choose an archetype from the list available that you strive to emulate in your combat styles and techniques. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

### Martial Archetype: Champion

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

### Champion: Improved Critical

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

### Ability Score Improvement

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

### Martial Versatility

4th-level fighter optional class features  
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, as you shift the focus of your martial practice:  
• Replace a fighting style you know with another fighting style available to fighters.

• If you know any maneuvers from the fighter archetype, you can replace one maneuver you know with a different maneuver.

### Extra Attack

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.

### Ability Score Improvement

When you reach 6th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.  
If your DM allows the use of feats, you may instead take a feat.

NOM

BONUS

DÉGÂTS / TYPE

Dragon Slayer  
Longsword

+8

Une Main  
1d8+5 (Slashing)

Dragon Slayer  
Longsword

+8

Deux Mains  
1d10+5 (Slashing)

Serre

+8

2d6+5 (Slashing)

Longbow

+10

1d8+5 (Piercing)

ATTAQUES

Second Wind



Action Surge



COMPTEURS