

Fighter, Battle Master lv 3

CLASS & LEVEL

Dan

PLAYER NAME

Forest Gnome

RACE

Outlander

BACKGROUND

EXPERIENCE POINTS

Nehemia of Mossknot

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

+2

15

WISDOM

+0

10

CHARISMA

+1

12

☐ +1 Strength
☐ +3 Dexterity
☐ +4 Constitution
☐ +2 Intelligence
☐ +0 Wisdom
☐ +1 Charisma

Saving Throw Modifiers

Adv on Int, Wis, Cha vs magic

SAVING THROWS

☐ +3 Acrobatics DE
☒ +2 Animal Handling WI
☐ +2 Arcana INT
☒ +1 Athletics ST
☐ +1 Deception CH
☒ +4 History INT
☐ +0 Insight WI
☐ +3 Intimidation CH
☐ +2 Investigation INT
☐ +0 Medicine WI
☐ +2 Nature INT
☐ +0 Perception WI
☐ +1 Performance CH
☐ +1 Persuasion CH
☐ +2 Religion INT
☐ +3 Sleight of Hand DE
☐ +3 Stealth DE
☒ +2 Survival WI
☐ _____
☐ _____
☐ _____

SKILLS

+3

INITIATIVE

ARMOR

16

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

25 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 ===

Pan flute, Cartographers kit

=== LANGUAGES ===

Common, Gnomish, Sylvan

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.

=== REACTIONS ===

Fighting Style: Protection

While wielding a shield and a creature you can see

use your reaction to impose disadvantage on the attack roll.

=== 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

10

PASSIVE WISDOM (PERCEPTION)

10

PASSIVE WISDOM (INSIGHT)

12


PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 120 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Rapier	+5	1d8+3 Piercing	Martial, Finesse
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS



Nehemia of Mossknot

CHARACTER NAME

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=== FIGHTER FEATURES ===

* Hit Points • PHB 71

* Proficiencies • PHB 71

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

I Protection • PHB

While wielding a shield and a creature you can see attacks a target other than you within 5 ft., you can use your reaction to impose disadvantage on the attack roll.

I Fighting Style: Protection: 1 Reaction

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

I 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.

I 1 / Short Rest • Special

* Martial Archetype • PHB 72

=== DEEP GNOME RACIAL TRAITS ===

* Gnome Cunning • BR 37
You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

* Superior Darkvision • EE
Your darkvision has a radius of 120 feet.

* Stone Camouflage • EE
You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

FEATURES & TRAITS

CP

0

SP

0

EP

0

GP

10

PP

0

WEIGHT CARRIED

93 lb.

ENCUMBERED

120 lb.

PUSH/DRAW/LIFT

240 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Shield	1	6 lb.	Rope, Hempen (50 feet)	1	10 lb.
Leather	1	10 lb.	Tinderbox	1	1 lb.
Dagger	1	1 lb.	Torch	10	10 lb.
Crossbow, light	1	5 lb.	Waterskin	1	5 lb.
Rapier	1	2 lb.			
Longbow	1	2 lb.			
Arrows	20	1 lb.			
Crossbow Bolts	20	1.5 lb.			
Backpack	1	5 lb.			
Clothes, Common	1	3 lb.			
Dice Set	1	--			
Crowbar	1	5 lb.			
Hammer	1	3 lb.			
Piton	10	2.5 lb.			
Rations (1 day)	10	20 lb.			

ATTUNED MAGIC ITEMS

QTY

WEIGHT

EQUIPMENT

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