

CHARACTER NAME

Fighter 8

CLASS & LEVEL

Human (Chultan)

RACE

Soldier

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

34,000

EXPERIENCE POINTS

STRENGTH

18

+4

DEXTERITY

10

+0

CONSTITUTION

16

+3

INTELLIGENCE

11

+0

WISDOM

16

+3

CHARISMA

14

+2

INSPIRATION

+3

PROFICIENCY BONUS

- ☒ +7 Strength
- ☐ +0 Dexterity
- ☒ +6 Constitution
- ☐ +0 Intelligence
- ☐ +3 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☒ +6 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +7 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ +0 History (Int)
- ☐ +3 Insight (Wis)
- ☒ +5 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +6 Survival (Wis)

SKILLS

18

ARMOR CLASS

+0

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 76

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

warhammer

+7

1d8+4*

handaxe*

+7

1d6+4

*warhammer versatile (1d10+4)

*thrown handaxe range (20/60)

EXTRA ATTACK.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

ATTACKS & SPELLCASTING

FIGHTING STYLE (PROTECTION).

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

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.

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again.

MARTIAL ARCHETYPE (CHAMPION).

IMPROVED CRITICAL.

Your weapon attacks score a critical hit on a roll of 19 or 20.

REMARKABLE ATHLETE.

You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. (already calculated into your skills).

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

FEATURES & TRAITS

13

PASSIVE WISDOM (PERCEPTION)

Armor.
All Armor, Shields

Weapons.
Simple Weapons, Martial Weapons

Tools.
Gaming Set (Dice), Vehicles (Land)

Languages.
Common, Chultan

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

GP

GP

GP

GP

GP

GP

GP

10

chainmail, warhammer, shield, 2 handaxes, explorer's pack, insignia of rank, trophy from fallen enemy (shrunk grung head), bone dice, common clothes, pouch

EQUIPMENT



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

MILITARY RANK.

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

BACKSTORY.

You've spent the last few years serving as a guard in the service of the merchant princes of Nyanzaru. Though of late, you've heard disturbing stories coming from those lucky enough to escape the jungle. You're certain that by discipline and skill you could discover the source of these harrowing tales, and put it to rest.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE