

D&D BEYOND

Fighter 5

CLASS & LEVEL

PLAYER NAME

Variant Human

Mercenary Veteran

RACE

BACKGROUND

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+4

18

DEXTERITY

+0

10

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+1

13

CHARISMA

+0

10

- +7 Strength
- +0 Dexterity
- +5 Constitution
- +0 Intelligence
- +1 Wisdom
- +0 Charisma

Saving Throw Modifiers

SAVING THROWS

- +0 Acrobatics DEX
- +4 Animal Handling WIS
- +0 Arcana INT
- +7 Athletics STR
- +0 Deception CHA
- +0 History INT
- +1 Insight WIS
- +0 Intimidation CHA
- +0 Investigation INT
- +1 Medicine WIS
- +0 Nature INT
- +4 Perception WIS
- +0 Performance CHA
- +3 Persuasion CHA
- +3 Religion INT
- +0 Sleight of Hand DEX
- +0 Stealth DEX
- +1 Survival WIS
- _____
- _____
- _____

SKILLS

+0

INITIATIVE

ARMOR

19

CLASS

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP **44** Current HP Temp HP **--**

HIT POINTS

Total **5d10**

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Dice Set, Vehicles (Land)

=== LANGUAGES ===
Celestial, 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 + 5 HP.

Shield Master Shove
If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 ft. of you with your shield.

=== REACTIONS ===

Protection
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.

Shield Master Evasion
If an effect allows half damage on success, you can use your reaction to take no damage.

=== 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

14 PASSIVE WISDOM (PERCEPTION)

11 PASSIVE WISDOM (INSIGHT)

10 PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+3	1d8 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Longsword	+7	1d8+4 Slashing	Martial, Versatile
Unarmed Strike	+7	5 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

