

D&D BEYOND

CHARACTER NAME

Fighter 5

CLASS & LEVEL

PLAYER NAME

Variant Human

RACE

Mercenary Veteran

BACKGROUND

EXPERIENCE POINTS

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

Current HP

Temp HP

44

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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

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=== FIGHTER FEATURES ===

* Hit Points • PHB 71

* Proficiencies • PHB 71

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

| 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.

| 1 Reaction

* Second Wind • PHB 72
Once per short rest, you can use a bonus action to regain 1d10 + 5 HP.

| 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.

| 1 / Short Rest • Special

* Martial Archetype • PHB 72

| Champion

* Improved Critical • PHB
Your weapon attacks score a critical hit on a roll of 19 or 20.

* Extra Attack • PHB 72
You can attack twice whenever you take the Attack action on your turn.

| Special

=== VARIANT HUMAN RACIAL TRAITS ===

* Languages • PHB 31
You can speak, read, and write Common and one extra language.

* Ability Score Increase • PHB 31
Two different ability scores of your choice increase by 1.

* Skills • PHB 31
You gain proficiency in one skill of your choice.

* Feat • PHB 31
You gain one feat of your choice.

=== FEATS ===

* Shield Master • PHB 170
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. If you aren't incapacitated, you can add your shield's AC bonus to any DEX saving throw you make against effects that target only you, and if an effect allows half damage on success, you can use your reaction to take no damage.

| Shield Master Shove: 1 Bonus Action

| Shield Master Evasion: 1 Reaction

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0			Chain Mail	1	55 lb.
SP	0			Shield, +1	1	6 lb.
EP	0			Longsword	1	3 lb.
GP	170			Crossbow, Light	1	5 lb.
PP	0			Crossbow Bolts	20	1.5 lb.
				Backpack	1	5 lb.
				Bedroll	1	7 lb.
				Mess Kit	1	1 lb.
				Potion of Healing	3	1.5 lb.
				Rations (1 day)	10	20 lb.
				Rope, Hempen (50 feet)	1	10 lb.
				Tinderbox	1	1 lb.
				Torch	10	10 lb.
				Waterskin	1	5 lb.
				ATTUNED MAGIC ITEMS		
					QTY	WEIGHT

WEIGHT CARRIED

131 lb.

ENCUMBERED

270 lb.

PUSH/DRAG/LIFT

540 lb.

EQUIPMENT