

CHARACTER NAME

WHAT I LOOK LIKE

**Fighter**

MY CLASS

1

LEVEL

**Human** **6** **Show Off**

RACE AGE BACKGROUND XP

EYES HAIR HEIGHT WEIGHT

<b>STRENGTH</b> <b>+3</b>   <b>+5</b> BONUS SAVE	<b>DEXTERITY</b> <b>+2</b>   <b>+2</b> BONUS SAVE	<b>CONSTITUTION</b> <b>+2</b>   <b>+4</b> BONUS SAVE
<b>INTELLIGENCE</b> <b>+1</b>   <b>+1</b> BONUS SAVE	<b>WISDOM</b> <b>-1</b>   <b>-1</b> BONUS SAVE	<b>CHARISMA</b> <b>+0</b>   <b>+0</b> BONUS SAVE

**+2** PROFICIENCY

INSPIRATION

**9** PASSIVE PERCEPTION

- 1d20
- SKILLS**
- +2** ACROBATICS: I'm good at tumbling, flipping, and rolling.
  - 1** ANIMAL HANDLING: Animals really like me
  - +1** ARCANA: I know about magic, spells, and weird things
  - +5** ATHLETICS: I'm good at running, jumping, and climbing
  - +0** DECEPTION: I'm good at lying and playing tricks on people
  - +1** HISTORY: I know about things that happened a long time ago
  - 1** INSIGHT: I know how people feel and can tell when they're lying
  - +0** INTIMIDATION: I'm good at scaring people!
  - +1** INVESTIGATION: I can find clues and secrets
  - 1** MEDICINE: I can help people when they're sick
  - +1** NATURE: I know all about plants and animals
  - 1** PERCEPTION: I'm good at finding and spotting things
  - +2** PERFORMANCE: I'm good at putting on a show!
  - +2** PERSUASION: I can get people to do what I want to do
  - +1** RELIGION: I know about the gods and prayers
  - +2** SLEIGHT OF HAND: I'm good at hiding things and taking things
  - +2** STEALTH: I'm good at hiding and staying quiet
  - 1** SURVIVAL: I can follow footprints and track animals

ARMOUR **16**

INITIATIVE **+2**

SPEED **30**

Hit Point Maximum **12**

Temporary Hit Points

HIT DICE Used Total **1**

DEATH SAVES

SUCCESSSES ○○○○

FAILURES ○○○○

NAME	ATK BONUS	DAMAGE
Greatsword	1d20 + <b>5</b>	2d6 + 3
Longbow	1d20 + <b>4</b>	1d8 + 2
Arrows	1d20 +	

AMMUNITION ○○○○○○○○○○

OTHER COMBAT STUFF

Second Wind: I can use a Bonus Action to regain 1d10 + 2 hit points! I need to take a Short Rest before I can do this again.

Great Weapon Fighting: Whenever I roll a 1 or 2 on my greatsword damage dice, I can reroll it one time.

STUFF I CAN DO

I can speak, read, and write Common and Dwarvish.

I can use all weapons, armour, and shields.

I keep going and going! (see Second Wind in "Other Combat Stuff")

I am really good at using big weapons. (see Great Weapon Fighting in "Other Combat Stuff")

I wear chainmail armour.

I am the most popular kid in town (or at least I think so)! Everyone has heard of me.

I have an explorer's pack.