

3
LEVEL

Name: Xavier Belmane Player: _____
 Class: Fighter
 Race: Half-Elf Background: Far Traveler
 Gender: M Size: Med Height: 5'8" Weight: 170 lbs.
 Age: 23 Hair: Black Eyes: Brown Alignment: NG



ABILITIES

Ability	Modifier	Saving Throw
16 STR STRENGTH	+3	+5
14 DEX DEXTERITY	+2	+2
13 CON CONSTITUTION	+1	+3
10 INT INTELLIGENCE	+0	+0
10 WIS WISDOM	+0	+0
13 CHA CHARISMA	+1	+1

SENSES

PASSIVE PERCEPTION **12** = 10 + Perception Skill
 Darkvision 60 ft.

COMBAT

ARMOR CLASS

17

NATURAL AC (No ARMOR) **12**

3 Armor Bonus	Chain Shirt
2 Shield Bonus	Shield
2 Dexterity Modifier	<input checked="" type="checkbox"/> Medium Armor (Max Bonus =2) <input type="checkbox"/> Heavy Armor (No Dex Bonus) <input type="checkbox"/> Stealth Disadv.
Spell Modifier	
Item Modifier	
Misc Bonus	

SANITY

Maximum Sanity **10** Current Sanity

8 + Proficiency Bonus

ABILITY SAVE DC

8 + Str + Prof Bonus **13** 8 + Dex + Prof Bonus **12**

Saving Throw Advantages/Disadvantages
 Adv. vs. charm; immune to magical sleep

SPECIAL FEATURES

Feature	Max Use	Recovery	Used
Second Wind (1d10+3)	1	Short Rest	
Action Surge	1	Short Rest	
Combat Superiority	4	Short Rest	

SKILLS

Bonus	Skill Name	Proficient
+2	Acrobatics (Dex)	<input type="checkbox"/>
+0	Animal Handling (Wis)	<input type="checkbox"/>
+0	Arcana (Int)	<input type="checkbox"/>
+5	Athletics (Str)	<input checked="" type="checkbox"/>
+1	Deception (Cha)	<input type="checkbox"/>
+0	History (Int)	<input type="checkbox"/>
+2	Insight (Wis)	<input checked="" type="checkbox"/>
+1	Intimidation (Cha)	<input type="checkbox"/>
+0	Investigation (Int)	<input type="checkbox"/>
+0	Medicine (Wis)	<input type="checkbox"/>
+0	Nature (Int)	<input type="checkbox"/>
+2	Perception (Wis)	<input checked="" type="checkbox"/>
+1	Performance (Cha)	<input type="checkbox"/>
+1	Persuasion (Cha)	<input type="checkbox"/>
+0	Religion (Int)	<input type="checkbox"/>
+2	Sleight of Hand (Dex)	<input type="checkbox"/>
+2	Stealth (Dex)	<input type="checkbox"/>
+2	Survival (Wis)	<input checked="" type="checkbox"/>

+2 INITIATIVE

Dex	Misc	BASE SPEED	ENCUMBERED
2	+	30	20

HIT POINTS

Max HP **32**

RESISTANCES (HALF DAMAGE)

Wounds

Temporary HP

Level	Die Type	Con	#Used
3	d10	+1	

Recover half of your maximum hit dice after a Long Rest

DEATH SAVES (DC 10)

Survive Perish

ATTACKS

Weapon	Prof.	Range	To Hit	Damage	Dmg. Type
Longsword	<input checked="" type="checkbox"/>	Melee	+5	1d8+5	Slashing
Special: Versatile (1d10)					
Longbow	<input checked="" type="checkbox"/>	150/600 ft.	+4	1d8+2	Piercing
Special: Ammunition, heavy, two-handed					
Special:					
Special:					
Special:					

ACTIONS

Base Actions	Bonus Actions
Attack / Cast a Spell Dash / Disengage / Dodge Escape Grapple / Help / Hide Ready / Search / Use Object As 1 att: Disarm / Grapple / Shove	Second Wind Feinting Attack Rally
	Reactions
	Opportunity Attack

RACIAL FEATURES

+1 to two Ability Scores

CLASS FEATURES

Dueling Fighting Style (Fighter 1, PHB 72)

+2 to dmg rolls when wielding a melee weapon in one hand and no other weapons

Second Wind (Fighter 1, PHB 72) [1d10+3, 1x per short rest]

As a bonus action, I regain 1d10 + fighter level HP; I can use this once per short rest

Action Surge (Fighter 2, PHB 72) [1x per short rest]

I can take one additional action on my turn on top of my normally allowed actions

Combat Superiority (Battle Master 3, PHB 73) [d8, 4x per short rest]

I gain a number of superiority dice that I can use to fuel special Maneuvers

I regain all superiority dice after a short rest

Feinting Attack (Maneuver, PHB 74)

As a bonus action, I can feint to gain adv. on my next attack vs. a target within 5 ft

If the attack hits, I add the superiority die to my attack's damage

Precision Attack (Maneuver, PHB 74)

I add the superiority die to my attack roll, either before or after rolling

Rally (Maneuver, PHB 74)

Ally that can see/hear me gets temp HP equal to superiority die + Charisma mod

PROFICIENCIES

ARMOR: LIGHT MEDIUM HEAVY SHIELDS

WEAPON: SIMPLE MARTIAL OTHER:

LANGUAGES		TOOLS	
Common	Sylvan	Dice Set	
Celestial		Mason's tools	
Elvish			

EQUIPMENT

ADVENTURING GEAR

NAME	#	WT.
Common Clothes / Hooded Cloak		
Belt Pouch		
Backpack / Bedroll		
Climber's Kit / Mess Kit		
10 Sheets of Parchment		
50' Rope / Tinderbox		
10 days of rations / Waterskin		
Hooded Lantern		
Grappling Hook		

ATTUNED MAGIC ITEMS (MAX OF 3) **WT.**

Boots of Striding and Springing	

PERSONALITY TRAIT

I have a strong code of honor or sense of propriety that others don't understand.

IDEAL

I must be careful, for I have no way of telling friend from foe here.

BOND

I've lost my home and family to the Cult of Demogorgon. I will not rest until the cult and all of its followers are destroyed.

FLAW

I consider the adherents of other gods to be deluded innocents at best, or ignorant fools at worst.

BACKGROUND FEATURE

While I am in any wilderness, I can find a fey or elemental to help me find a sufficient amount of safe food and water for me and a number of companions equal to my level. There needs to be an adequate supply of food and water available in the area. I can also find enough shelter to sustain you from extreme heat or cold for one additional hour. I also have a +2 Cha bonus when dealing with the fey.

FEATS

FEAT: _____

FEAT: _____

FEAT: _____

FEAT: _____

PLATINUM = 10 GP
 GOLD = 10 GP
 ELECTRUM = 10 SP
 SILVER = 10 CP
 COPPER

LIFESTYLE: _____ DAILY EXPENSES: _____

NAME	#	WT.
Boots of Striding and Springing		
Potion of Climbing		

OTHER VALUBLES

TOTAL WT.
ENCUMBERED =Str x 5 -10 Spd.
 HEAVILY ENC. =Str x 10 -20 Spd.
 PUSH/LIFT =(Str x 15)-30 Spd.= 5 ft.