

FAST CHARACTER



Fighter 5 (Champion)

CLASS & LEVEL

Half-Elf

RACE/ANCESTRY/HERITAGE

6,695

EXPERIENCE POINTS

PLAYER NAME

Sage

BACKGROUND

CAMPAIGN or PLAYER ID

STR
+4
18

+3 PROFICIENCY BONUS

SAVING THROWS

+7 Strength Saves *
+2 Dexterity Saves
+5 Constitution Saves *
+0 Intelligence Saves
+1 Wisdom Saves
+0 Charisma Saves
* Prof. bonus added

DEX
+2
14

CON
+2
14

INT
+0
10

WIS
+1
12

CHA
+0
10

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons

Tools: none

Saving Throws: Strength, Constitution

Skills: Acrobatics, Arcana, History, Insight, Intimidation, Perception

Languages: Common, Dwarvish, Elvish, Orc, Draconic



INITIATIVE



SPEED

18

+2

30 ft.

Armor Worn: chain mail, shield



HIT POINTS

44

HIT DICE

5d10

DEATH SAVES: Success O O O Fail O O O

SKILLS

+5 Acrobatics (Dex) *
+1 Animal Handling (Wis)
+3 Arcana (Int) *
+4 Athletics (Str)
+0 Deception (Cha)
+3 History (Int) *
+4 Insight (Wis) *
+3 Intimidation (Cha) *
+0 Investigation (Int)
+1 Medicine (Wis)
+0 Nature (Int)
+4 Perception (Wis) *
+0 Performance (Cha)
+0 Persuasion (Cha)
+0 Religion (Int)
+2 Sleight of Hand (Dex)
+2 Stealth (Dex) (Disadv.)
+1 Survival (Wis)
* Prof. bonus added

14 PASSIVE WISDOM (PERCEPTION)

WEAPON & UNARMED ATTACKS

Extra Attack. When making an Attack action, you may make two attacks rather than one.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d8+4 slashing damage. (If used two-handed in melee, does 1d10+4 damage.)

Javelin. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d6+4 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Fighting Style: Protection. Use reaction with shield to cause disadvantage on attack against target in 5 feet.

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: chain mail armor (AC 16), shield (AC +2), battleaxe, javelin, belt pouch, set of common clothes, bottle of black ink, quill, small knife, personal papers. (This load is about 131 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 760 gold pieces (gp); 51 silver pieces (sp); 52 copper pieces (cp); 3 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Chaotic Good. I follow my conscience regardless of others' expectations. Freedom and compassion matter more than rules.

Sage Background [PHB p. 137]

- **Feature:** Researcher
- **Traits:** Former professional scribe. Nagging manner.
- **Ideal:** Knowledge is power.
- **Bond:** Wrote controversial work.
- **Flaw:** Once read madness-causing tomes.

Half-Elf Traits [PHB p. 38]

- Creature Type: Humanoid
- Age: 86 years old
- Medium Size (5' 3", 122 lbs.)
- Darkvision (60 feet)
- Fey Ancestry (vs. charm, no sleep)

Fighter Class Features [PHB p. 70]

- Fighting Style (Protection)
- Second Wind (regain 1d10+5 h.p.)
- Action Surge (extra action in turn once betw. short rests)
- Improved Critical (crit on 19 or 20)
- Extra Attack (2/attack)

ENCUMBRANCE

Lifting & Carrying: 270 lbs. max. carrying capacity; 540 lbs. pushing or dragging (speed -5 ft.); 540 lbs. max. lift.

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.