DUNGEONS & DRAGONS®

CHARACTER NAME

Fighter 1	Sailor	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Neutral Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH	+2 (14)
DEXTERITY	+3 (16)
CONSTITUTION	+2 (15)
INTELLIGENCE	-1 (9)
WISDOM	+1 (13)
CHARISMA	+0 (11)

INSPIRATION

+2 PROFICIENCY BONUS

●	+4	Strength
○	+3	Dexterity
●	+4	Constitution
○	-1	Intelligence
○	+1	Wisdom
○	+0	Charisma

SAVING THROWS

●	+5	Acrobatics (Dex)
○	+1	Animal Handling (Wis)
○	-1	Arcana (Int)
●	+4	Athletics (Str)
○	+0	Deception (Cha)
○	-1	History (Int)
○	+1	Insight (Wis)
●	+2	Intimidation (Cha)
○	-1	Investigation (Int)
○	+1	Medicine (Wis)
○	-1	Nature (Int)
●	+3	Perception (Wis)
○	+0	Performance (Cha)
○	+0	Persuasion (Cha)
○	-1	Religion (Int)
○	+3	Sleight of Hand (Dex)
○	+3	Stealth (Dex)
○	+1	Survival (Wis)

SKILLS

14 ARMOR CLASS

+3 INITIATIVE

30 ft. SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Scimitar	+5	1d6+3 S
Shortswrd	+5	1d6+3 P
Lt Crsbw*	+5	1d8+3 P

*You can shoot your light crossbow 80 feet, or up to 320 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

If someone is in trouble, I'm ready to lend a hand.

PERSONALITY TRAITS

People. If we all pull together, everybody benefits.

IDEALS

My little cousins, Mallic and Theo are a pair of troublemakers.

BONDS

I have a weakness for drink, and when I drink I tend to start fights.

FLAWS

13 PASSIVE WISDOM (PERCEPTION)

Proficiencies. All armor, shields, simple weapons, martial weapons, navigator's tools, water vehicles

Languages. Common, Dwarvish.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 10

PP

Leather armor, scimitar, shortsword, light crossbow, 20 bolts, backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, belaying pin, 50 feet of silk rope, shark tooth pendant, common clothes, belt pouch

EQUIPMENT

Second Wind. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you uses this feature, you must finish a long or short rest before using it again.

Fighting Style (Two-Weapon Fighting). When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Ship's Passage. You can secure free passage on a ship for yourself and your party.

FEATURES & TRAITS

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