DUNGEONS & DRAGONS®

CHARACTER NAME

Fighter 1	Folk Hero	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Stout Halfling	Neutral Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

INSPIRATION

+2 PROFICIENCY BONUS

STRENGTH	+2	15
DEXTERITY	+1	13
CONSTITUTION	+2	15
INTELLIGENCE	+0	10
WISDOM	-1	8
CHARISMA	+1	13

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

SAVING THROWS

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

SKILLS

16/18 ARMOR CLASS

+1 INITIATIVE

25 ft. SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES ○-○-○

FAILURES ○-○-○

DEATH SAVES

Sometimes you don't need to think things through; sometimes, you're just right.

PERSONALITY TRAITS

Aspiration. I am determined to make something of my life.

IDEALS

I wish to win glory and riches for my family back home.

BONDS

I am completely convinced of my own righteousness, and can be very hard-headed.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Shortswrd	+4	1d6+2 P
Shortbow*	+3	1d6+1 P

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

ATTACKS & SPELLCASTING

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 (Protection). When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can can move through the space of any creature that is a size larger than you.

Stout Resilience. You have resistance to poison damage and advantage on saving throws against poison.

Rustic Hospitality. Commoners will happily accept you if you have need of shelter, food or rest. They won't risk their lives for you, but will shield you from any pursuers if they are able.

FEATURES & TRAITS

9 PASSIVE WISDOM (PERCEPTION)

Proficiencies. All armor, shields, simple weapons, martial weapons, potter's tools, land vehicles

Languages. Common, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 10

PP

Chainmail*, shortsword, shield, shortbow, 20 arrows, backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, potter's tools, shovel, iron pot, common clothes, belt pouch

*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

EQUIPMENT

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