DUNGEONS & DRAGONS®

Wally
CHARACTER NAME

Fighter
CLASS & LEVEL

Mike
PLAYER NAME

Human
RACE

NG
ALIGNMENT

0
EXPERIENCE POINTS

+2 PROFICIENCY BONUS

+3 16 STRENGTH
- ◆ +5 SAVING THROWS
- ● +5 ATHLETICS

+3 16 DEXTERITY
- ◇ +3 SAVING THROWS
- ● +5 ACROBATICS
- ○ ___ SLEIGHT OF HAND
- ○ ___ STEALTH

+2 14 CONSTITUTION
- ◆ +4 SAVING THROWS

-1 8 INTELLIGENCE
- ◇ -1 SAVING THROWS
- ○ ___ ARCANA
- ○ ___ HISTORY
- ○ ___ INVESTIGATION
- ○ ___ NATURE
- ○ ___ RELIGION

+0 10 WISDOM
- ◇ +0 SAVING THROWS
- ○ ___ ANIMAL HANDLING
- ○ ___ INSIGHT
- ○ ___ MEDICINE
- ● +2 PERCEPTION
- ○ ___ SURVIVAL

-1 8 CHARISMA
- ◇ -1 SAVING THROWS
- ○ ___ DECEPTION
- ● +1 INTIMIDATION
- ○ ___ PERFORMANCE
- ○ ___ PERSUASION

12 PASSIVE WISDOM (PERCEPTION)

All armor, sheilds, simple & martial weapons

OTHER PROFICIENCIES & LANGUAGES

16 ARMOR CLASS = 0 Dex Mod + 0 Natural Armor + 16 Armor + 0 Shield + 0 Misc

Max HP 24
24 CURRENT HIT POINTS
TEMP HP

+3 INITIATIVE

30 ft SPEED

INSPIRATION

Total
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

SPELL CASTING ABILITY | SPELL SAVE DC | SPELL ATTACK BONUS | SORCERER/ PSI/KI POINTS (Total / Left)

WEAPON	TYPE	RANGE	ATK BONUS	DAMAGE
Great Sword	Slashing		5	2d6+3
Maul	Bludgeoning		5	2d6+3
Handaxe x2	Slashing	20/60		1d6+3
Dagger	pierce	20/60		1d4+3
Long Bow	pierce	150/600		1d8+3

ATTACKS

No. of spell slots: Spell level I II III IV V VI VII VIII IX

Spells used

NUMBER OF CANTRIPS KNOWN: NUMBER OF SPELLS KNOWN:

Spell level

SPELLS

Former Soldier - insignia of rank, dagger, dice, common clothes
Second Wind - Bonus Action to regain 1d10+1 HP per short rest
Fighting Style - Great Weapon Fighting - reroll 1 & 2 dmg
Great Weapon Master - Crit or reduce 0, get another attack & can take -5 to hit and get +10 dmg
Action Surge X1

FEATURES

CP
SP
GP 10
PP

Chainmail, Dungeoneer's Pack: Backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox 2 flasks of oil, 10 days rations, waterskin, 50' hemp rope

EQUIPMENT & TREASURE

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