

# D&D BEYOND

Fighter 5

CLASS & LEVEL

PLAYER NAME

Variant Human

Mercenary Veteran

RACE

BACKGROUND

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+4

18

DEXTERITY

+0

10

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+1

13

CHARISMA

+0

10

- +7 Strength
- +0 Dexterity
- +5 Constitution
- +0 Intelligence
- +1 Wisdom
- +0 Charisma

Saving Throw Modifiers

SAVING THROWS

- +0 Acrobatics DEX
- +4 Animal Handling WIS
- +0 Arcana INT
- +7 Athletics STR
- +0 Deception CHA
- +0 History INT
- +1 Insight WIS
- +0 Intimidation CHA
- +0 Investigation INT
- +1 Medicine WIS
- +0 Nature INT
- +4 Perception WIS
- +0 Performance CHA
- +3 Persuasion CHA
- +3 Religion INT
- +0 Sleight of Hand DEX
- +0 Stealth DEX
- +1 Survival WIS
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

SKILLS

+0

INITIATIVE

ARMOR

19

CLASS

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

44

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HIT POINTS

Total 5d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Dice Set, Vehicles (Land)

=== LANGUAGES ===

Celestial, Common

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Second Wind • 1 / Short Rest

Once per short rest, you can use a bonus action to regain 1d10 + 5 HP.

Shield Master Shove

If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 ft. of you with your shield.

=== REACTIONS ===

Protection

While wielding a shield and a creature you can see attacks a target other than you within 5 ft., you can use your reaction to impose disadvantage on the attack roll.

Shield Master Evasion

If an effect allows half damage on success, you can use your reaction to take no damage.

=== SPECIAL ===

Action Surge • 1 / Short Rest

You can take one additional action on your turn. This can be used 1 times per short rest.

ACTIONS

14

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

10

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Crossbow, Light

+3

1d8 Piercing

Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)

Longsword

+7

1d8+4 Slashing

Martial, Versatile

Unarmed Strike

+7

5 Bludgeoning

WEAPON ATTACKS & CANTRIPS





		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS