

D&D BEYOND

Human DEX Fighter, Level 1 (LoG)

CHARACTER NAME

Fighter 1

CLASS & LEVEL

PLAYER NAME

Human

SPECIES

Criminal

BACKGROUND

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

16

+3

CONSTITUTION

16

+3

INTELLIGENCE

8

-1

WISDOM

14

+2

CHARISMA

12

+1

+1 Strength
 +3 Dexterity
 +5 Constitution
 -1 Intelligence
 +2 Wisdom
 +1 Charisma

Saving Throw Modifiers

SAVING THROWS

+5 Acrobatics DEX
 +2 Animal Handling WIS
 -1 Arcana INT
 -1 Athletics STR
 +1 Deception CHA
 -1 History INT
 +2 Insight WIS
 +1 Intimidation CHA
 -1 Investigation INT
 +2 Medicine WIS
 -1 Nature INT
 +4 Perception WIS
 +1 Performance CHA
 +3 Persuasion CHA
 -1 Religion INT
 +5 Sleight of Hand DEX
 +5 Stealth DEX
 +2 Survival WIS

SKILLS

+5

INITIATIVE

ARMOR

15

CLASS

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP Current HP Temp HP

13

HIT POINTS

Total **1d10**

HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Thieves' Tools

=== LANGUAGES ===
Common, Common Sign Language, Dwarvish

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===

Second Wind • 2 / Long Rest
You can draw upon a limited well of physical and mental stamina and regain 1d10+1 HP.

You can use this 2 times per Long Rest, and can regain one expended use when you finish a Short Rest.

ACTIONS

14 PASSIVE PERCEPTION

12 PASSIVE INSIGHT

9 PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Longbow	+7	1d8+3 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Slow, Range (150/600)
Scimitar	+5	1d6+3 Slashing	Martial, Finesse, Light, Nick
Shortsword	+5	1d6+3 Piercing	Martial, Finesse, Light, Vex
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS



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=== FIGHTER FEATURES ===

* Core Fighter Traits • free-rules 91

* Fighting Style • free-rules 91

You gain a Fighting Style feat of your choice, and whenever you gain a Fighter level, you can replace the feat you chose with a different Fighting Style feat.

* Second Wind • free-rules 91

As a Bonus Action, you can draw upon a limited well of physical and mental stamina and regain 1d10+1 HP.

You can use this 2 times per Long Rest, and can regain one expended use when you finish a Short Rest.

| 2 / Long Rest • 1 Bonus Action

* Weapon Mastery • free-rules 91

=== HUMAN SPECIES TRAITS ===

* Creature Type • free-rules 194

You're a Humanoid.

* Size • free-rules 194

Your Size is Medium or Small, chosen when you select this species.

* Speed • free-rules 194

Your Speed is 30 ft.

* Resourceful • free-rules 194

You gain Heroic Inspiration whenever you finish a Long Rest.

* Skillful • free-rules 193

You gain proficiency in one skill of your choice.

* Versatile • free-rules 194

You gain an Origin feat of your choice.

* Languages • free-rules 37

Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it, read it, and write it.

=== FEATS ===

* Archery • free-rules 209

You gain a +2 bonus to attack rolls with Ranged weapons.

* Savage Attacker • free-rules 201

Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

* Alert • free-rules 200

Initiative Proficiency. When you roll Initiative, add +2 to the roll.

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

* Criminal Ability Score Improvements • PHB-2024 179

| Increase two scores (+2 / +1) •

* Weapon Mastery • PHB-2024 91

| Dagger (Nick) •

Nick. When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. This extra attack can

only be made once per turn.

| Longbow (Slow) •

Slow. If you hit a creature with a Longbow and deal damage to the creature, you can reduce its Speed by 10 ft. until the start of your next turn. If the creature is hit more than once with this property, the Speed reduction doesn't exceed 10 ft.

| Shortbow (Vex) •

Vex. If you hit a creature with a Shortbow and deal damage to it, you have Advantage on your next attack roll against that creature before the end of your next turn.

| Slow (Longbow): 1 Action

| Vex (Shortbow): 1 Action

| Nick (Dagger): 1 Action

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CP	0	Studded Leather	1	13 lb.	Traveler's Clothes	1	4 lb.
		Dagger	1	1 lb.	Thieves' Tools	1	1 lb.
SP	0	Scimitar	1	3 lb.	Caltrops	20	2 lb.
		Shortsword	1	2 lb.	Arrows	20	1 lb.
EP	0	Longbow	1	2 lb.			
		Backpack	1	5 lb.			
GP	20	Pouch	1	1 lb.			
		Quiver	1	1 lb.			
PP	0	Oil	2	2 lb.			
		Rations	10	20 lb.			
		Rope	1	5 lb.			
		Tinderbox	1	1 lb.			
		Torch	10	10 lb.			
		Waterskin	1	5 lb.			
		Crowbar	1	5 lb.			
					ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT