

Human STR Fighter, Level 1 (LoG)

CHARACTER NAME

Fighter 1

CLASS & LEVEL

PLAYER NAME

Human

SPECIES

Soldier

BACKGROUND

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

10

+0

CONSTITUTION

16

+3

INTELLIGENCE

8

-1

WISDOM

14

+2

CHARISMA

10

+0

- +5 Strength
- +0 Dexterity
- +5 Constitution
- 1 Intelligence
- +2 Wisdom
- +0 Charisma

Saving Throw Modifiers

SAVING THROWS

- +0 Acrobatics DEX
- +4 Animal Handling WIS
- 1 Arcana INT
- +5 Athletics STR
- +0 Deception CHA
- 1 History INT
- +2 Insight WIS
- +2 Intimidation CHA
- 1 Investigation INT
- +2 Medicine WIS
- 1 Nature INT
- +4 Perception WIS
- +0 Performance CHA
- +0 Persuasion CHA
- 1 Religion INT
- +0 Sleight of Hand DEX
- +0 Stealth DEX
- +4 Survival WIS
- _____
- _____
- _____

SKILLS

INITIATIVE +0

ARMOR 16

CLASS

DEFENSES

HEROIC INSPIRATION

PROFICIENCY BONUS +2

ABILITY SAVE DC

SPEED 30 ft. (Walking)

Max HP **15** Current HP Temp HP

HIT POINTS

Total **1d10** HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

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

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

=== TOOLS ===
Dice Set

=== LANGUAGES ===
Common, Halfling, Orc

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
Greatsword	+5	2d6+3 Slashing	Martial, Heavy, Two-Handed, Graze
Halberd	+5	1d10+3 Slashing	Martial, Heavy, Reach, Two-Handed, Cleave
Javelin	+5	1d6+3 Piercing	Simple, Thrown, Slow, Range (30/120)
Trident	+5	1d8+3 Piercing	Martial, Thrown, Versatile, Topple, Range (20/60)
Unarmed Strike	+5	4 Bludgeoning	

WEAPON ATTACKS & CANTRIPS



D&D BEYOND

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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 ===

* Great Weapon Fighting • free-rules 209

When you roll damage for an attack you make with a Melee weapon that has the Two-Handed or Versatile properties, you can treat any 1 or 2 on a damage die as a 3.

* Tough • PHB-2024 202

When you take this feat, your HP maximum increases by 2. Whenever you gain a character level thereafter, your HP maximum increases an additional 2 HP.

* Weapon Mastery • PHB-2024 91

| Greatsword (Graze) •

Graze. If your attack roll with a Greatsword misses a creature, you can deal damage to it equal to the ability modifier used to make the attack. This damage is the same type dealt by the Greatsword, and can only be increased by increasing the ability modifier.

| Halberd (Cleave) •

Cleave. Once per turn, if you hit a creature with a melee attack using a Halberd, you can make another melee attack with it against a second creature within 5 ft. of the first that's within your reach. On a hit, the second creature takes the Halberd's damage, but without your ability modifier (unless the modifier is negative).

| Trident (Topple) •

Topple. If you hit a creature with a Trident, you can force it to make a Con. saving throw (DC 8 + 2 + the ability modifier used to make the attack). On a failed save, the creature has the Prone condition.

| Cleave (Halberd): 1 Action

| Graze (Greatsword): 1 Action

| Topple (Trident): 1 Action

* 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.

* Soldier Ability Score Improvements • PHB-2024 185

| Increase two scores (+2 / +1) •

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CP	0	Chain Mail	1	55 lb.	Crowbar	1	5 lb.
SP	0	Javelin	8	16 lb.	Traveler's Clothes	1	4 lb.
EP	0	Greatsword	1	6 lb.			
		Halberd	1	6 lb.			
		Trident	1	4 lb.			
		Backpack	1	5 lb.			
GP	15	Oil	2	2 lb.			
		Rations	10	20 lb.			
PP	0	Rope	1	5 lb.			
		Tinderbox	1	1 lb.			
		Torch	10	10 lb.			
		Waterskin	1	5 lb.			
		Dragonchess	1	--	ATTUNED MAGIC ITEMS	QTY	WEIGHT
		Caltrops	20	2 lb.			
		Healer's Kit	1	3 lb.			

EQUIPMENT