Carrigan Haraldsson

CHARACTER NAME

Fighter 5		
CLASS & LEVEL		PLAYER NAME
Human	Soldier	(Milestone)
SPECIES	BACKGROUND	EXPERIENCE POINTS

STRENGTH	18 (+4)
DEXTERITY	12 (+1)
CONSTITUTION	16 (+3)
INTELLIGENCE	10 (+0)
WISDOM	10 (+0)
CHARISMA	9 (-1)

SAVING THROWS

⊙	+7	Strength
○	+1	Dexterity
⊙	+6	Constitution
○	+0	Intelligence
○	+0	Wisdom
○	-1	Charisma

Saving Throw Modifiers

SKILLS

○	+1	Acrobatics DEX
Ⓟ	+3	Animal Handling WIS
○	+0	Arcana INT
Ⓟ	+7	Athletics STR
○	-1	Deception CHA
○	+0	History INT
○	+0	Insight WIS
Ⓟ	+2	Intimidation CHA
○	+0	Investigation INT
○	+0	Medicine WIS
○	+0	Nature INT
Ⓟ	+3	Perception WIS
○	-1	Performance CHA
○	-1	Persuasion CHA
○	+0	Religion INT
○	+1	Sleight of Hand DEX
○	+1	Stealth DEX
Ⓟ	+3	Survival WIS
○	___	_____
○	___	_____
○	___	_____

SENSES

13	PASSIVE PERCEPTION
10	PASSIVE INSIGHT
10	PASSIVE INVESTIGATION

+1 — INITIATIVE

ARMOR 16 — CLASS

DEFENSES

HEROIC INSPIRATION

+3 — **PROFICIENCY BONUS**

ABILITY SAVE DC

30 ft. (Walking) — **SPEED**

Max HP	Current HP	Temp HP
49		--

HIT POINTS

Total 5d10 — HIT DICE

SUCCESSES ○○○ FAILURES ○○○ — DEATH SAVES

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

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

=== TOOLS ===
Dice Set

=== LANGUAGES ===
Common, Elvish, 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 ===
Hew
Immediately after you score a Critical Hit with a Melee weapon or reduce a creature to 0 Hit Points with one, you can make one attack with the same weapon as a Bonus Action.

Second Wind • 3 / Long Rest
You can draw upon a limited well of physical and mental stamina and regain 1d10+5 HP.

You can use this 3 times per Long Rest, and can regain one expended use when you finish a Short Rest.

Second Wind: Tactical Shift
Whenever you activate your Second Wind with a Bonus Action, you can move up to 15 ft. without provoking Opportunity Attacks.

=== SPECIAL ===
Action Surge • 1 / Short Rest
On your turn you can take one additional action, except the Magic action.

ACTIONS

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Heavy	+4	1d10+1 Piercing	Martial, Ammunition, Heavy, Loading, Range, Two-Handed, Push, Range (100/400)
Dagger	+7	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Halberd	+7	1d10+4 Slashing	Martial, Heavy, Reach, Two-Handed, Cleave
War Pick	+7	1d8+4 Piercing	Martial, Sap, Versatile
Unarmed Strike	+7	5 Bludgeoning	
Enhanced Unarmed Strike	+7	1d4+4 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Fighter 5		gnimitable
CLASS & LEVEL		PLAYER NAME
Human	Soldier	(Milestone)
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=== FIGHTER FEATURES ===

* Core Fighter Traits • PHB-2024 91

* Fighting Style • PHB-2024 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 • PHB-2024 91
As a Bonus Action, you can draw upon a limited well of physical and mental stamina and regain 1d10+5 HP.

You can use this 3 times per Long Rest, and can regain one expended use when you finish a Short Rest.

| 3 / Long Rest • 1 Bonus Action

* Weapon Mastery • PHB-2024 91

* Action Surge • PHB-2024 91
On your turn you can take one additional action, except the Magic action.

You can use this feature 1 time(s) until you finish a Short or Long Rest.

| 1 / Short Rest • Special

* Tactical Mind • PHB-2024 91
When you fail an ability check, you can expend a use of Second Wind, and instead of regaining HP, you roll 1d10 and add the result to the ability check. If the check still fails, this use of Second Wind isn't expended.

| Special

* Fighter Subclass • PHB-2024 92

| Champion

* Improved Critical • PHB-2024 96
Your attack rolls with weapons and Unarmed Strikes can score a Critical Hit on a d20 roll of 19-20.

| Special

* Remarkable Athlete • PHB-2024 96
You have Advantage on Initiative and Strength (Athletic) checks.

Immediately after you score a Critical Hit, you can move up to half your Speed without provoking Opportunity Attacks.

* 4: Weapon Mastery • PHB-2024 91

* Ability Score Improvement • PHB-2024 92

* Extra Attack • PHB-2024 92
You can attack 2 times instead of once whenever you take the Attack action on your turn.

* Tactical Shift • PHB-2024 92
Whenever you activate your Second Wind with a Bonus Action, you can move up to 15 ft. without provoking Opportunity Attacks.

| Second Wind: Tactical Shift: 1 Bonus Action

=== HUMAN SPECIES TRAITS ===

* Creature Type • PHB-2024 194
You're a Humanoid.

* Size • PHB-2024 194
Your Size is Medium or Small, chosen when you select this species.

* Speed • PHB-2024 194
Your Speed is 30 ft.

* Resourceful • PHB-2024 194
You gain Heroic Inspiration whenever you finish a Long Rest.

* Skillful • PHB-2024 193
You gain proficiency in one skill of your choice.

* Versatile • PHB-2024 194
You gain an Origin feat of your choice.

=== FEATS ===

* Great Weapon Fighting • PHB-2024 209
When you roll damage for an attack you make with a Melee weapon that you are holding with two hands, you can treat any 1 or 2 on a damage die as a 3. The weapon must have the Two-Handed or Versatile property.

* Great Weapon Master • PHB-2024 204
Ability Score Increase. Your Str. is increased by 1.

Heavy Weapon Mastery. When you hit a creature with a weapon that has the Heavy property as part of the Attack action on your turn, you can cause the weapon to deal an extra 3 damage to the target.

Hew. Immediately after you score a Critical Hit with a Melee weapon or reduce a creature to 0 HP with one, you can make one attack with the same weapon as a Bonus Action.

| Hew: 1 Bonus Action

| Heavy Weapon Mastery: 1 Action

* Tavern Brawler • PHB-2024 202

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	205
PP	0

WEIGHT CARRIED
109 lb.

ENCUMBERED
270 lb.

PUSH/DRAG/LIFT
540 lb.

NAME	QTY	WEIGHT
Halberd	1	6 lb.
Crossbow, Heavy	1	18 lb.
Crossbow Bolt Case	1	1 lb.
Bolts	20	1.5 lb.
Dagger	1	1 lb.
War Pick	1	2 lb.
Backpack	1	5 lb.
Rope	1	5 lb.
Bedroll	1	7 lb.
Waterskin	1	5 lb.
Rations	1	2 lb.
Chain Mail	1	55 lb.
Potion of Healing	1	0.5 lb.
Dice	1	--

NAME	QTY	WEIGHT

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Enhanced Unarmed Strike. When you hit with your Unarmed Strike and deal damage, you can deal 1d4+4 Bludgeoning damage instead of the normal damage of an Unarmed Strike.

Damage Rerolls. Whenever you roll a damage die for your Unarmed Strike, you can reroll the die if it rolls a 1, and you must use the new roll.

Improvised Weaponry. You have proficiency with improvised weapons.

Push. When you hit a creature with an Unarmed Strike, you can deal damage to the target and also push it 5 ft. away from you. You can use this benefit only once per turn.

| Enhanced Unarmed Strike: 1 Action

| Push: Special

* Weapon Mastery • PHB-2024 91

| 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).

| Heavy Crossbow (Push) •
Push. If you hit a creature with Heavy Crossbow, you can push the creature up to 10 ft. straight away from you if it's Large or smaller.

| War Pick (Sap) •
Sap. If you hit a creature with a War Pick, that creature has Disadvantage on its next attack roll before the start of your next turn.

| Cleave (Halberd): 1 Action

| Push (Heavy Crossbow): 1 Action

| Sap (War Pick): 1 Action

* 4: 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.

| Nick (Dagger): 1 Action

* Savage Attacker • PHB-2024 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) •

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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Carrigan Haraldsson

CHARACTER NAME

Medium				
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

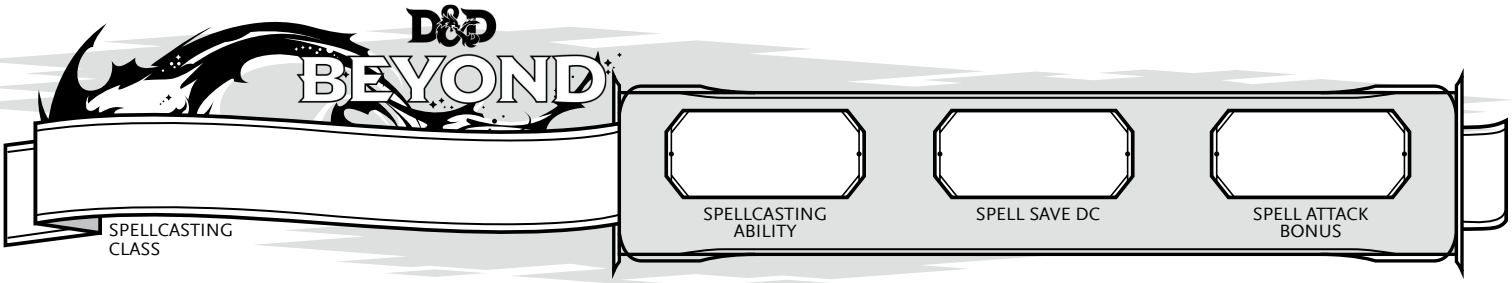
BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES

SPELLS

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