

TYLER JACOBSON



ERIC
 CHARACTER NAME

NOBLE BACKGROUND FIGHTER CLASS
 HUMAN SPECIES CHAMPION SUBCLASS

4
 LEVEL

SIZE
 MEDIUM

ARMOR CLASS
 21
 SHIELD

HIT POINTS
 TEMP 44
 MAX

HIT DICE
 SPENT 4D10
 MAX

DEATH SAVES
 3 SUCCESSES
 3 FAILURES

INITIATIVE
 +1

SPEED
 30 FEET

WEAPON ATTACKS

Name	Atk Bonus	Damage & Type	Notes
LONGSWORD	+6	1D8 + 4 SLASHING	VERSATILE (1D10) MASTERY: SAP
DAGGER	+6	1D4 + 4 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60) MASTERY: NICK
HEAVY CROSSBOW	+3	1D10 + 1 PIERCING	AMMUNITION (RANGE 100/400; BOLT), HEAVY, LOADING, TWO-HANDED MASTERY: PUSH

EQUIPMENT

SHIELD OF THE CAVALIER
 POTION OF HEALING
 CHAIN MAIL
 LONGSWORD
 DAGGERS (3)
 HEAVY CROSSBOW
 CROSSBOW BOLT CASE
 20 BOLTS
 EXPLORER'S PACK

Magic Item Attunement
 ◆ SHIELD OF THE CAVALIER
 ◆
 ◆

LANGUAGES | COMMON

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES

SIMPLE WEAPONS, MARTIAL WEAPONS, DICE SET

COINS

CP SP EP GP PP

13

PROFICIENCY BONUS
 +2

INTELLIGENCE
 +2 MODIFIER 14 SCORE

STRENGTH
 +4 MODIFIER 18 SCORE

● +6 Saving Throw
 ● +6 Athletics

○ +2 Saving Throw
 ○ +2 Arcana
 ● +4 History
 ● +4 Investigation
 ○ +2 Nature
 ○ +2 Religion

DEXTERITY
 +1 MODIFIER 12 SCORE

○ +1 Saving Throw
 ● +3 Acrobatics
 ○ +1 Sleight of Hand
 ○ +1 Stealth

WISDOM
 +0 MODIFIER 10 SCORE

○ +0 Saving Throw
 ○ +0 Animal Handling
 ● +2 Insight
 ○ +0 Medicine
 ● +2 Perception
 ○ +0 Survival

CONSTITUTION
 +2 MODIFIER 14 SCORE

● +4 Saving Throw

CHARISMA
 -1 MODIFIER 8 SCORE

○ -1 Saving Throw
 ○ -1 Deception
 ○ -1 Intimidation
 ● +1 Performance
 ● +1 Persuasion

HEROIC INSPIRATION

ERIC

HUMAN TRAITS

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice. (This is included above.)

Versatile. You gain an Origin feat of your choice. Skilled is recommended. (This is included above.)

FEATS

DEFENSE

Fighting Style Feat (Prerequisite: Fighting Style Feature)

While you're wearing Light, Medium, or Heavy armor, you gain a +1 bonus to Armor Class. (This is included above.)

SHIELD MASTER

General Feat (Prerequisite: Level 4+, Shield Training)

You gain the following benefits.

Ability Score Increase. Increase your Strength score by 1, to a maximum of 20. (This is included above.)

Shield Bash. If you attack a creature within 5 feet of you as part of the Attack action and hit with a Melee weapon, you can immediately bash the target with your Shield if it's equipped, forcing the target to make a Strength saving throw (DC 8 plus your Strength modifier and Proficiency Bonus). On a failed save, you either push the target 5 feet from you or cause it to have the Prone condition (your choice). You can use this benefit only once on each of your turns.

Interpose Shield. If you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can take a Reaction to take no damage if you succeed on the saving throw and are holding a Shield.

SKILLED

Origin Feat

You gain proficiency in any combination of three skills or tools of your choice. (This is included above.)

Repeatable. You can take this feat more than once.

TOUGH

Origin Feat

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points. (This is included above.)

FIGHTER CLASS FEATURES

LEVEL 1: FIGHTING STYLE

You have honed your martial prowess and gain a Fighting Style feat of your choice. Defense is recommended. (This is included above.)

LEVEL 1: SECOND WIND

You have a limited well of physical and mental stamina that you can draw on. As a Bonus Action, you can use it to regain Hit Points equal to 1d10 plus your Fighter level.

You can use this feature three times. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the Mastery property of four kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of these weapon choices.

(You have selected Daggers, Heavy Crossbows, Longswords, and Spears, which have the following mastery properties.)

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. You can make this extra attack only once per turn.

Push. If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

Sap. If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

ERIC

LEVEL 2: ACTION SURGE

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action, except the Magic action.

Once you use this feature, you can't do so again until you finish a Short or Long Rest.

LEVEL 2: TACTICAL MIND

You have a mind for tactics on and off the battlefield. When you fail an ability check, you can expend a use of your Second Wind to push yourself toward success. Rather than regaining Hit Points, you roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Second Wind isn't expended.

LEVEL 3: IMPROVED CRITICAL

Your attack rolls with weapons and Unarmed Strikes can score a Critical Hit on a roll of 19 or 20 on the d20.

LEVEL 3: REMARKABLE ATHLETE

Thanks to your athleticism, you have Advantage on Initiative rolls and Strength (Athletics) checks.

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

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. (This is included above.)

EQUIPMENT

SHIELD OF THE CAVALIER

Armor (Shield), Very Rare (Requires Attunement)

While holding this Shield, you have a +2 bonus to Armor Class. This bonus is in addition to the Shield's normal bonus to AC.

The Shield has the following additional properties that you can use while holding it.

Forceful Bash. When you take the Attack action, you can make one of the attack rolls using the Shield against a target within 5 feet of yourself. Apply your Proficiency Bonus and Strength modifier to the attack roll. On a hit, the Shield deals Force damage to the target equal to $2d6 + 2$ plus your Strength modifier, and if the target is a creature, you can push it up to 10 feet directly away from yourself. If the creature is your size or smaller, you can also knock it down, giving it the Prone condition.

Protective Field. As a Reaction, when you or an ally you can see within 5 feet of you is targeted by an attack or makes a saving throw against an area of effect, you can use the Shield to create an immobile 5-foot Emanation originating from you. When the Emanation appears, any creatures or objects not fully contained within it are pushed into the nearest unoccupied spaces outside it. The attack or area of effect that triggered the Reaction has no effect on creatures and objects inside the Emanation, which lasts as long as you maintain Concentration, up to 1 minute. Nothing can pass into or out of the Emanation. A creature or object inside the Emanation can't be damaged by attacks or effects originating from outside, nor can a creature inside the Emanation damage anything outside it. Once this property is used, it can't be used again until the next dawn.