



FRAXTAL LIMITED

Lucas Sinclair	Neutral Good
PLAYER NAME	ALIGNMENT
Soldier	Fighter
BACKGROUND	CLASS
Human	—
SPECIES	SUBCLASS
	2
	LEVEL

SIZE
Medium
INITIATIVE
+1
SPEED
30 Feet
PROFICIENCY BONUS
+2



HIT POINTS	HIT DICE	DEATH SAVES
		○○○
	26	SUCCESSSES
		○○○
CURRENT	MAX	FAILURES

WEAPON ATTACKS			
NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Greatsword	+5	2d6 + 3 Slashing	Heavy, Two-Handed; Mastery: Graze
Flail	+5	1d8 + 3 Bludgeoning	Mastery: Sap
Javelin	+5	1d6 + 3 Piercing	Thrown (Range 30/120); Mastery: Slow
Spear	+5	1d6 + 3 Piercing	Thrown (Range 20/60), Versatile (1d8); Mastery: Sap
Light Crossbow	+3	1d8 + 1 Piercing	Ammunition (Range 80/320; Bolt), Two-Handed; Mastery: Slow

FEATS
DEFENSE (FIGHTING STYLE) While you're wearing Light, Medium, or Heavy armor, you gain a +1 bonus to Armor Class (included in Armor Class).
SAVAGE ATTACKER You've trained to deal particularly damaging strikes. 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.
TOUGH Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat (included in Hit Points). Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

SPECIES TRAITS
As a Human, you have these special traits. Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest. Skillful (Perception). You gain proficiency in the Perception skill (included in your skills). Versatile (Tough). You gain the Tough feat (included in Feats).

CLASS FEATURES
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 1d10 + 1 Hit Points. You can use this feature twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.
WEAPON MASTERY Your training with weapons allows you to use the mastery properties of three kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices. Your weapons have the following mastery properties. Graze (Greatsword). If your attack roll with this weapon misses a creature, you can deal 3 damage to that creature. This damage is the same type dealt by the weapon. Sap (Flail, Spear). If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn. Slow (Javelin, Light Crossbow). If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

STRENGTH
+3
MODIFIER
16
SCORE
+5 SAVING THROW
+5 ATHLETICS

DEXTERITY
+1
MODIFIER
13
SCORE
+1 SAVING THROW
+1 ACROBATICS
+1 SLEIGHT OF HAND
+1 STEALTH

CONSTITUTION
+3
MODIFIER
16
SCORE
+5 SAVING THROW

HEROIC INSPIRATION
○

LANGUAGES
Common, Draconic, Goblin

INTELLIGENCE
+0
MODIFIER
10
SCORE
+0 SAVING THROW
+0 ARCANA
+0 HISTORY
+0 INVESTIGATION
+0 NATURE
+0 RELIGION

WISDOM
-1
MODIFIER
8
SCORE
-1 SAVING THROW
-1 ANIMAL HANDLING
+1 INSIGHT
-1 MEDICINE
+1 PERCEPTION
-1 SURVIVAL

CHARISMA
+1
MODIFIER
12
SCORE
+1 SAVING THROW
+1 DECEPTION
+3 INTIMIDATION
+1 PERFORMANCE
+3 PERSUASION

CLASS FEATURES

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.

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.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES

Simple and Martial weapons

GOLD

Starting

Current

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

Chain Mail	8 Javelins
Greatsword	Light Crossbow & 20 Bolts
Flail	Spear

While wearing Chain Mail, you have Disadvantage on Dexterity (Stealth) checks.

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Caltrops. As a Utilize action, you can spread Caltrops from their bag to cover a 5-foot-square area within 5 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 15 Dexterity saving throw or take 1 Piercing damage and have its Speed reduced to 0 until the start of its next turn. It takes 10 minutes to recover the Caltrops.

Crossbow Bolt Case. A Crossbow Bolt Case holds up to 20 Bolts.

Crowbar. Using a Crowbar gives you Advantage on Strength checks where the Crowbar's leverage can be applied.

Healer's Kit. A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

Oil (2 Flasks). You douse a creature or object with Oil. When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes fire damage before the oil dries (after 1 minute), the target takes an extra 5 fire damage from burning oil.

Rations (10 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Rope. As a Utilize action, you can tie a knot with Rope if you succeed on a DC 10 Dexterity (Sleight of Hand) check. The Rope can be burst with a successful DC 20 Strength (Athletics) check.

You can bind an unwilling creature with the Rope only if it has the Grappled, Incapacitated, or Restrained condition. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Rope requires the creature to make a successful DC 15 Dexterity (Acrobatics) check as an action.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Torches (10). A Torch burns for 1 hour, casting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. When you take the Attack action, you can attack with the Torch, using it as a Simple Melee weapon. On a hit, the target takes 1 fire damage.

Waterskin. A Waterskin holds up to 4 pints.

Magic Item Attunement

