



Meatface

CHARACTER NAME

Fighter 1

Class & Level

Noble

Background

Player Name

Human

Race

Lawful neutral

Alignment

Experience Points

I like the sound of snapping bones. It relaxes me.

Personality Traits

I must find the Temple of the Golden Chicken. There, the curse of my family can be lifted.

Ideals

My greataxe is a family heirloom, and it's by far my most precious possession.

Bond

I have anger issues.

Flaws

STRENGTH

+3

15

DEXTERITY

-1

8

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+1

12

CHARISMA

+2

13

INSPIRATION

+2

PROFICIENCY BONUS

- +5 Strength
- 1 Dexterity
- +4 Constitution
- +0 Intelligence
- +1 Wisdom
- +2 Charisma

SAVING THROWS

- 1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +5 Athletics (Str)
- +2 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)
- +2 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +3 Perception (Wis)
- +2 Performance (Cha)
- +4 Persuasion (Cha)
- +0 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1* Stealth (Dex)
- +1 Survival (Wis)

*See your equipment SKILLS

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ARMOR CLASS

-1

INITIATIVE

30

Feet

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVES

Second Wind. You have a limited well of stamina you can draw on to protect yourself from harm. You can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Fighting Style (Defense). While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

FEATURES & TRAITS

NAME ATK BONUS DAMAGE/TYPE

Greataxe +5 1d12 + 3 slashing

Javelin* +5 1d6 + 3 piercing

*You can throw a javelin 30 feet, or up to 120 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies. All armor, shields, simple weapons, martial weapons, playing cards

Languages. Common, Draconic, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

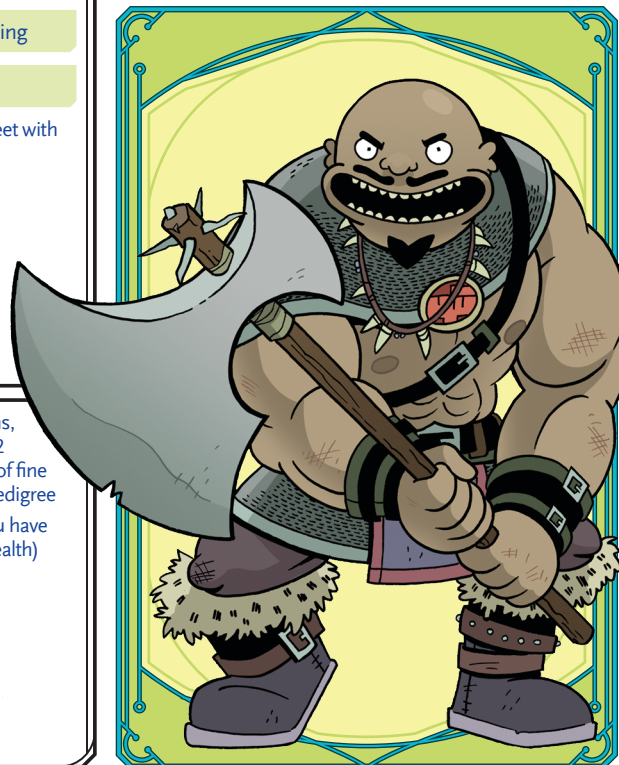
EP

GP 25

PP

Chain mail,* greataxe, 3 javelins, backpack, blanket, tinderbox, 2 days of rations, waterskin, set of fine clothes, signet ring, scroll of pedigree
*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

EQUIPMENT



HUMAN

Humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. But they are the innovators, the achievers, and the pioneers of the world, the most adaptable and ambitious people among the common races.

When humans settle somewhere, they stay. They build cities to last for the ages and great kingdoms that can persist for centuries. They live fully in the present—making them well suited to the adventuring life—but also plan for the future, striving to leave a lasting legacy.

Human culture varies by region. In the Forgotten Realms, the clothing, architecture, cuisine, music, and literature in the northwestern lands of Neverwinter are different from their counterparts in distant Turmish or Impiltur to the east. Human physical characteristics vary according to the ancient migrations of the earliest humans, so that the humans of Neverwinter have every possible variation of coloration and features.

FIGHTER

Fighters are the most diverse class of characters in the worlds of DUNGEONS & DRAGONS. Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings—as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add $1d10 + 2$ to your hit point maximum.

2ND LEVEL: 300 XP

Action Surge. You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again.

3RD LEVEL: 900 XP

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

4TH LEVEL: 2,700 XP

Ability Score Improvement. Your Strength increases to 18, which has the following effects:

- Your Strength modifier becomes +4.
- Your attack bonus and your damage for Strength-based attacks, such as your greataxe and javelin, increase by 1.
- Your modifier to Strength saving throws increases by 1.
- Your modifier to Athletics increases by 1.

5TH LEVEL: 6,500 XP

Extra Attack. Whenever you take the Attack action on your turn, you can make two attacks, instead of one, as part of taking that action.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.