DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
Fighter lvl 2		

RACE	ALIGNMENT	EXPERIENCE POINTS
Human		

STRENGTH	+3 (16)
DEXTERITY	0 (10)
CONSTITUTION	+2 (14)
INTELLIGENCE	0 (11)
WISDOM	+2 (14)
CHARISMA	+2 (14)

INSPIRATION

+2 PROFICIENCY BONUS

◉	+5	Strength
○	0	Dexterity
◉	+4	Constitution
○	0	Intelligence
○	+2	Wisdom
○	+2	Charisma

SAVING THROWS

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

SKILLS

18 ARMOR CLASS

0 INITIATIVE

30 ft. SPEED

Hit Point Maximum 20

_____ / 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 d10

_____ / 2

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Morningstar	+5	1d8+5 Piercing
Handaxe	+5	1d6+5 Slashing
Unarmed Strike	+5	4 Bludgeoning

Handaxe Range: 20/60 ft.

Handaxes: ____ / 2

ATTACKS & SPELLCASTING

Fighting Style: Dueleren
Als je een wapen in één hand hanteert en geen andere wapens, krijg je een +2 bonus op je schade met dat wapen (Al inbegrepen bij wapens).

Second Wind: ____ / 1
Eenmaal per "short rest", kun je een bonus actie gebruiken om 1d10+2 HP te helen.

Action Surge: ____ / 1
Je kunt een extra actie gebruiken op je beurt. Je kunt dit eenmaal per "short rest" doen.

FEATURES & TRAITS

14 PASSIVE WISDOM (PERCEPTION)

Armor:
Light, Medium, Heavy, Shields

Weapons:
All

Tools:
-

Languages:
Common, Dwarvish, Giant, Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 10
PP

Common Clothes
Chain Mail
Horn
Manacles

1 Morningstar
2 Handaxes
1 Shield

Backpack:
Bedroll
Mess Kit
10 Rations
Hempen Rope 50 ft.
Tinderbox
10 Torches
Waterskin

EQUIPMENT

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CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1

PREPARED | SPELL NAME

2

3

4

5

6

7

8

9

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