

2024 fighter

CHARACTER NAME

Fighter 2

CLASS & LEVEL

PLAYER NAME

Dwarf (medium)

SPECIES

Guard

BACKGROUND

(Milestone)

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

12

+1

CHARISMA

9

-1

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

Saving Throw Modifiers
Advantage to avoid or end the Poisoned condition

SAVING THROWS

- ☐ +2 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☐ +0 Arcana INT
- ☒ +5 Athletics STR
- ☐ -1 Deception CHA
- ☐ +0 History INT
- ☒ +3 Insight WIS
- ☐ -1 Intimidation CHA
- ☐ +0 Investigation INT
- ☐ +1 Medicine WIS
- ☐ +0 Nature INT
- ☒ +3 Perception WIS
- ☐ -1 Performance CHA
- ☒ +1 Persuasion CHA
- ☐ +0 Religion INT
- ☐ +2 Sleight of Hand DEX
- ☐ +2 Stealth DEX
- ☐ +1 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+4

INITIATIVE

ARMOR

14

CLASS

Resistances - Poison

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

22

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HIT POINTS

Total 2d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== LANGUAGES ===

Common, Dwarvish, Gnomish

=== 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

PROFICIENCIES & TRAINING

=== BONUS ACTIONS ===

Second Wind • 2 / Long Rest [] []

You can draw upon a limited well of physical and mental stamina and regain 1d10+2 HP.

Tactical Mind

When you fail an ability check, you can expend a use of second wind, roll 1d10 and add the result to the ability check.

Stonecunning (Tremorsense) • 2 / Long Rest [] []

You gain Tremorsense with a range of 60 ft. for 10 minutes. You must be on or touching a natural or worked stone surface to use this Tremorsense.

=== SPECIAL ===

Action Surge • 1 / Short Rest []

On your turn you can take one additional action except the magic action.

ACTIONS

13

PASSIVE PERCEPTION

13

PASSIVE INSIGHT

10

PASSIVE INVESTIGATION

Darkvision 120 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Crossbow, Light

+4

1d8+2 Piercing

Simple, Ammunition, Loading, Range, Two-Handed, Slow, Range (80/320)

Greataxe

+5

1d12+3 Slashing

Martial, Heavy, Two-Handed, Cleave

Longsword

+5

1d8+3 Slashing

Martial, Versatile, Sap

Scimitar

+5

1d6+3 Slashing

Martial, Finesse, Light, Nick

Scimitar

+5

1d6+3 Slashing

Martial, Finesse, Light, Nick

Unarmed Strike

+5

4 Bludgeoning

WEAPON ATTACKS & CANTRIPS



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=== FIGHTER FEATURES ===

* Second Wind • PHB-2024 91
As a Bonus Action, you can draw upon a limited well of physical and mental stamina and regain 1d10+2 HP.

You can use this 2 times per Long Rest, and can regain one expended use when you finish a Short Rest.

| 2 / Long Rest • 1 Bonus Action

* 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

=== DWARF SPECIES TRAITS ===

* Dwarven Resilience • PHB-2024 188
You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

* Stonecunning • PHB-2024 188
As a Bonus Action, you gain Tremorsense with a range of 60 ft. for 10 minutes. You must be on or touching a natural or worked stone surface to use this Tremorsense.

You can use this Bonus Action 2 times per Long Rest.

| Stonecunning (Tremorsense): 2 / Long Rest • 1 Bonus Action

=== FEATS ===

* Two-Weapon Fighting • PHB-2024 210
When you make an extra attack as a result of using a weapon that has the Light property, you can add your ability modifier to the damage of that attack if you aren't already adding it to the damage.

* Alert • PHB-2024 200
Initiative Proficiency. When you roll Initiative, add +2 to the roll.

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

* Weapon Mastery • PHB-2024 91

| Greataxe (Cleave) •
Cleave. Once per turn, if you hit a creature with a melee attack using a Greataxe, 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 Greataxe's damage, but without your ability modifier (unless the modifier is negative).

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

| Scimitar (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.

FEATURES & TRAITS

CP0

SP0

EP0

GP23

PP0

WEIGHT CARRIED

156.5 lb.

ENCUMBERED

240 lb.

PUSH/DRAG/LIFT

480 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Studded Leather	1	13 lb.	Tinderbox	1	1 lb.
Longsword	1	3 lb.	Torch	10	10 lb.
Crossbow, Light	1	5 lb.	Waterskin	1	5 lb.
Greataxe	1	7 lb.	Oil	2	2 lb.
Scimitar	1	3 lb.	Rations	10	20 lb.
Scimitar	1	3 lb.	Rope	1	5 lb.
Backpack	1	5 lb.	Tinderbox	1	1 lb.
Manacles	1	6 lb.	Torch	10	10 lb.
Hooded Lantern	1	2 lb.	Waterskin	1	5 lb.
Bolts	20	1.5 lb.	Caltrops	20	2 lb.
Traveler's Clothes	1	4 lb.	Crowbar	1	5 lb.
Bedroll	1	7 lb.			
Mess Kit	1	1 lb.			
Rations (1 day)	10	20 lb.			
Rope, Hempen (50 feet)	1	10 lb.			

ATTUNED MAGIC ITEMS

QTY	WEIGHT
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EQUIPMENT