

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

___ Strength
 ___ Dexterity
 ___ Constitution
 ___ Intelligence
 ___ Wisdom
 ___ Charisma

SAVING THROWS

___ Acrobatics (Dex)
 ___ Animal Handling (Wis)
 ___ Arcana (Int)
 ___ Athletics (Str)
 ___ Deception (Cha)
 ___ History (Int)
 ___ Insight (Wis)
 ___ Intimidation (Cha)
 ___ Investigation (Int)
 ___ Medicine (Wis)
 ___ Nature (Int)
 ___ Perception (Wis)
 ___ Performance (Cha)
 ___ Persuasion (Cha)
 ___ Religion (Int)
 ___ Sleight of Hand (Dex)
 ___ Stealth (Dex)
 ___ Survival (Wis)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○ ○ ○ ○

FAILURES ○ ○ ○ ○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
_____	_____	_____
_____	_____	_____
_____	_____	_____

ATTACKS & SPELLCASTING

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

CP _____

SP _____

EP _____

GP _____

PP _____

Terens Gill – Abilities & Gear

Defensive Duelist

Feat

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

Prerequisite: Dexterity 13 or higher

Appears In : 5e Players Handbook

Position of Privilege

Unknown

Because of your noble background, people assume the best of you, and that your welcome wherever you are, especially in high society. Common folk will cater to you so as to get in your good graces, and people of the same class will welcome you into their world. If needed you can get an audience with a local noble if need arises.

Variant Humans

Unknown

Some humans have more limited ability score bonuses, exchanging them for a bonus skill proficiency and a bonus feat. Check with your DM before taking this variant.

Action Surge (1/short rest)

Class Ability (Fighter)

Starting at 2nd level, 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. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Battle Master (Dexterity, DC 15) Class Ability (Fighter)

Fighters adopting the archetype of Battle Master use martial methods taught by previous generations of warriors. Conflict is an academic discipline, oftentimes, including subjects beyond the battlefield such as crafting weapons and calligraphy. Not every fighter acquires the instructions of history, suppositions, and creativity cast in the Battle Master archetype, but those who do are balanced fighters of immense expertise and understanding.

Combat Superiority

Upon selecting this archetype at 3rd level, you learn maneuvers that are powered by dice called superiority dice.

Maneuvers. You learn three maneuvers of your choice, which are detailed under “Maneuvers” below.

Maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. The Battlemaster has four superiority dice, which are d8s. A superiority die is expended when used. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver’s effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Extra Attack

Class Ability (Fighter)

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Lunging Attack

Class Ability (Fighter)

When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack’s damage roll.

Precision Attack

Class Ability (Fighter)

When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

Riposte

Class Ability (Fighter)

When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack’s damage roll.

Second Wind (recover 1d10+5 hp, 1/short r Class Ability (Fighter)

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, 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.

Student of War

Class Ability (Fighter)

you gain proficiency with one type of artisan’s tools of your choice at 3rd level.

Superiority Dice (1d8, 4/battle) Class Ability (Fighter)

You have four d8 dice which is expended once used. After a short or long rest you gain back all your dice. The number of dice increases by 1 at 7th level and 15th level.