

4aDeer

CHARACTER NAME

Fighter (4)

CLASS & LEVEL

Half-Orc

RACE

Gladiator

BACKGROUND

Neutral Good

ALIGNMENT

Martin

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+1

13

CONSTITUTION

+3

16

INTELLIGENCE

-1

8

WISDOM

+1

12

CHARISMA

0

10

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

18

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 40

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Eager to fight, wise beyond my education and protective of all things good.

PERSONALITY TRAITS

Evil must die, victory is the only option.

IDEALS

To better myself as a leader and fighter.

BONDS

Quick to fight and impatient.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greataxe

+5

1d12 + 3 slashing

Handaxe

+5

1d6 + 3 slashing

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Disguise Kit

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Heavy; Light; Medium; Shields

Language Proficiencies: Common; Orc

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Clothes, costume (1); Plate (1); Dungeon exploration kit (1)

EQUIPMENT

Darkvision: 60 ft.

(additional features & traits on last page)

FEATURES & TRAITS



4aDeer

CHARACTER NAME

26

AGE

Brown

EYES

5'8"

HEIGHT

Green

SKIN

253

WEIGHT

Black

HAIR

CHARACTER APPEARANCE

Evan, the caravan leader who initially taught me how to live outside the pits.

Lilly, the bard. We worked on several mission together before the adventure.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

## -----Bonus Actions-----

Second Wind. Regain 1d10 + 4 HPs (use once/rest).

## -----Actions-----

Action Surge. Take an extra action (use once/rest).

## -----Other Traits-----

By Popular Demand. You can find a place to perform in any place that features combat for entertainment—perhaps a gladiatorial arena or secret pit fighting club. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Goading Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has a disadvantage on all attack rolls against targets other than you until the end of your next turn. .

Great Weapon Fighting Style. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Great Weapon Master . On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action. Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack' s damage.

Maneuvers. Beginning at 3rd level, when you take the Battle Master archetype, you learn three special maneuvers from the list below. You may only use one maneuver every time you take the attack action. 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: You start with 4 superiority dice. They are d8 and you use one whenever you use a maneuver. You regain them all when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Saving Throws: If a maneuver requires a saving throw, the DC is 8+ your proficiency bonus + your Strength or Dexterity modifier (your choice). .

Pushing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you. .

Relentless Endurance. Drop to 1 hp instead of being reduced to 0.

Savage Attacks. On critical hit, add additional damage dice roll.

Sweeping Attack. When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack. .

War Student. Your study of the art of war not only in battle but out of it grants you a proficiency in an artisan tool of your choice.