D&D BEYOND

Этельред
CHARACTER NAME

Воин 9
CLASS & LEVEL

PLAYER NAME

Человек
RACE

Folk Hero
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+4 (18)
DEXTERITY	+2 (14)
CONSTITUTION	+3 (16)
INTELLIGENCE	+0 (10)
WISDOM	+1 (13)
CHARISMA	+1 (12)

⊙	+8	Strength
○	+2	Dexterity
⊙	+7	Constitution
○	+0	Intelligence
○	+1	Wisdom
○	+1	Charisma

Saving Throw Modifiers

SAVING THROWS

Ⓗ	+4	Acrobatics	DEX
Ⓟ	+5	Animal Handling	WIS
○	+0	Arcana	INT
Ⓟ	+8	Athletics	STR
○	+1	Deception	CHA
○	+0	History	INT
○	+1	Insight	WIS
Ⓟ	+5	Intimidation	CHA
○	+0	Investigation	INT
○	+1	Medicine	WIS
○	+0	Nature	INT
○	+1	Perception	WIS
○	+1	Performance	CHA
○	+1	Persuasion	CHA
○	+0	Religion	INT
Ⓗ	+4	Sleight of Hand	DEX
Ⓗ	+4	Stealth	DEX
Ⓟ	+5	Survival	WIS
○			
○			
○			

SKILLS

+4
INITIATIVE

ARMOR
20
CLASS

DEFENSES

INSPIRATION

+4
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP: 103
Current HP:
Temp HP: --
HIT POINTS

Total: 9d10
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Cook's Utensils, Vehicles (Land)

=== LANGUAGES ===
Common, Draconic

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===
Second Wind • 1 / Short Rest
Once per short rest, you can use a bonus action to regain 1d10 + 9 HP.

=== SPECIAL ===
Action Surge • 1 / Short Rest
You can take one additional action on your turn. This can be used 1 times per short rest.

Extra Attack
You can attack twice whenever you take the Attack action on your turn.

Indomitable • 1 / Long Rest
You can reroll a saving throw that you fail - you must use the new roll. You can use this 1 times per long rest.

ACTIONS

11	PASSIVE WISDOM (PERCEPTION)
11	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Battleaxe, +1	+9	1d8+7 Slashing	Martial, Versatile
Unarmed Strike	+8	5 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Этельред

CHARACTER NAME

Fighter 9		grandpyromania
CLASS & LEVEL		PLAYER NAME
Human	Folk Hero	(Milestone)
RACE	BACKGROUND	EXPERIENCE POINTS

=== FIGHTER FEATURES ===

* Hit Points • PHB 71

* Proficiencies • PHB 71

* Fighting Style • PHB 72
You adopt a fighting style specialty.

| Dueling • PHB
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

* Second Wind • PHB 72
Once per short rest, you can use a bonus action to regain 1d10 + 9 HP.

| 1 / Short Rest • 1 Bonus Action

* Action Surge • PHB 72
You can take one additional action on your turn. This can be used 1 times per short rest.

| 1 / Short Rest • Special

* Martial Archetype • PHB 72

| Champion

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

* Ability Score Improvement • PHB 72

* Extra Attack • PHB 72
You can attack twice whenever you take the Attack action on your turn.

| Special

* Remarkable Athlete • PHB
You can add +2 to any STR, DEX, or CON check you make that doesn't already use your proficiency bonus and when you make a running long jump, you add +4 ft. to the distance.

* Indomitable • PHB 72
You can reroll a saving throw that you fail - you must use the new roll. You can use this 1 times per long rest.

| 1 / Long Rest • Special

=== HUMAN RACIAL TRAITS ===

* Ability Score Increase • BR 31

* Languages • BR 31
You can speak, read, and write Common and one extra language.

=== FEATS ===

* Tough • PHB 170
Your HP maximum increases by 18.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	500
PP	0

WEIGHT CARRIED	173.5 lb.
ENCUMBERED	270 lb.
PUSH/DRAG/LIFT	540 lb.

NAME	QTY	WEIGHT
Battleaxe, +1	1	4 lb.
Shield	1	6 lb.
Plate	1	65 lb.
Handaxe	1	2 lb.
Handaxe	1	2 lb.
Greataxe	1	7 lb.
Backpack	1	5 lb.
Clothes, Common	1	3 lb.
Pot, Iron	1	10 lb.
Shovel	1	5 lb.
Cook's Utensils	1	8 lb.
Crowbar	1	5 lb.
Hammer	1	3 lb.
Piton	10	2.5 lb.
Rations (1 day)	10	20 lb.

NAME	QTY	WEIGHT
Rope, Hempen (50 feet)	1	10 lb.
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Этельред

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES

SPELLS

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