CHARACTER NAME

BACKGROUND: Goliath (Fire Ancestry)

SPECIES

CLASS: Fighter

SUBCLASS: Champion

LEVEL

XP

ARMOR CLASS: 18 (SHIELD)

HIT POINTS: CURRENT / TEMP / MAX

HIT DICE: SPENT / d10 (x Level) MAX

DEATH SAVES: SUCCESSES / FAILURES

HP = 8 x Level + 4

DUNGEONS & DRAGONS

PROFICIENCY BONUS +2

+3 at Level 5

STRENGTH +4 (18) at Level 4

+3 MODIFIER | 17 SCORE

- ⊗ Saving Throw
- ⊗ Athletics

DEXTERITY

+2 MODIFIER | 14 SCORE

- ○ Saving Throw
- ○ Acrobatics
- ○ Sleight of Hand
- ○ Stealth

CONSTITUTION

+2 MODIFIER | 14 SCORE

- ⊗ Saving Throw

HEROIC INSPIRATION

INTELLIGENCE

+0 MODIFIER | 10 SCORE

- ○ Saving Throw
- ○ Arcana
- ○ History
- ○ Investigation
- ○ Nature
- ○ Religion

WISDOM

+1 MODIFIER | 12 SCORE

- ○ Saving Throw
- ⊗ Animal Handling
- ○ Insight
- ○ Medicine
- ⊗ Perception
- ○ Survival

CHARISMA

-1 MODIFIER | 8 SCORE

- ○ Saving Throw
- ○ Deception
- ⊗ Intimidation
- ○ Performance
- ○ Persuasion

INITIATIVE +2

SPEED 30

SIZE Medium

PASSIVE PERCEPTION 13

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Warhammer	+5	1d8+3 bludgeoning	Push
Javelin	+5	1d6+3 piercing	Thrown 30/120; Slow
Flail	+5	1d8+3 bludgeoning	Sap
Battleaxe	+5	1d8+3 slashing	[Level 4] Topple

Attack Bonus:
[Level 4] All weapons: +6
[Level 5] All weapons: +7

Damage Bonus:
[Level 4] All weapons +4

CLASS FEATURES PHB pg. 91

[Level 1] Second Wind: Bonus Action, regain 1d10+Level HP. [Level 5] Move

[Level 2] Action Surge: extra non-Magic action in turn once betw. Short Rests

[Level 2] Tactical Mind: use Second Wind to boost ability check by 1d10 (not expended on failure)

[Level 3] Improved Critical: crit on 19 or 20

[Level 3] Remarkable Athlete: adv. on Initiative and Athletics rolls; on crit, move half speed without Opp. Attacks

[Level 1] Weapon Masteries
- Push: On hit, push Large or smaller target back 10 ft.
- Slow: On damage, target's speed reduced by 10 ft.
- Sap: On hit, target has disadv. on next Attack
- [Level 4] Topple: On hit, target makes DC 14 [Level 5: DC 15] CON save or is prone

[Level 5] Extra Attack. 2x Attacks

[Level 5] Move half speed when using Second Wind, no Opp. Attack

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light, Medium, Heavy, Shields

WEAPONS

simple weapons, martial weapons

TOOLS

gaming set (dice)

SPECIES TRAITS PHB, pg. 192

[Level 1] Goliath (Fire) Traits
- Giant Ancestry: Fire's Burn (2 times betw. long rests, hit deals +1d10 fire damage) [Level 5 = 3 times]
- Large Form (once betw. long rests, as bonus action become Large for 10 min, adv. on STR checks, speed +10 ft.)
- Powerful Build (adv. to end Grappled condition; also carry, push, drag, lift as if one size larger)

FEATS

[Level 1] Savage Attacker: Once per turn, roll damage for a hit twice and use either damage total.

[Level 1] Fighting Style: Protection: Use reaction with shield to cause disadvantage on attack against target in 5 feet.

[Level 4] Heavy Armor Master: When hit by an attack in heavy armor, reduce Bludgeoning/Piercing/Slashing damage by 2 [Level 5: by 3]

Notes:

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Giant, Goblin

EQUIPMENT

chain mail armor (AC 16), shield (AC +2), flail, warhammer, javelin, battleaxe, shortbow and 20 arrows, dungeoneer's pack (backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days' rations, waterskin, 50 feet of hempen rope on the side), gaming set (dice set), set of traveler's clothes, healer's kit (bandages, salves, splints), quiver.

1 potion of healing

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
			15	

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