



ARRARAT THE GIFTED

Fighter 8 (Champion)

CLASS & LEVEL

35,360

EXPERIENCE POINTS

Tim Jiardini

PLAYER NAME

Human

RACE

Soldier

BACKGROUND

Greyhawk

CAMPAIGN or PLAYER ID

STR
+2
14

+3 PROFICIENCY BONUS



ARMOR CLASS (AC)
18



INITIATIVE
+5



SPEED
30 ft.

DEX
+5
20

SAVING THROWS

- +5 Strength Saves *
 - +5 Dexterity Saves
 - +6 Constitution Saves *
 - 1 Intelligence Saves
 - +1 Wisdom Saves
 - +0 Charisma Saves
- * Prof. bonus added

CON
+3
17

SKILLS

- +8 Acrobatics (*Dex*) *
- +4 Animal Handling (*Wis*) *
- 1 Arcana (*Int*)
- +5 Athletics (*Str*) *
- +0 Deception (*Cha*)
- 1 History (*Int*)
- +1 Insight (*Wis*)
- +3 Intimidation (*Cha*) *
- 1 Investigation (*Int*)
- +1 Medicine (*Wis*)
- 1 Nature (*Int*)
- +1 Perception (*Wis*)
- +0 Performance (*Cha*)
- +0 Persuasion (*Cha*)
- 1 Religion (*Int*)
- +6 Sleight of Hand (*Dex*)
- +6 Stealth (*Dex*) (*Disadv.*)
- +1 Survival (*Wis*)

INT
-1
9

WIS
+1
13

CHA
+0
11

* Prof. bonus added

11 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons

Tools: one type of gaming set, vehicles (land)

Saving Throws: Strength, Constitution

Skills: Acrobatics, Animal Handling, Athletics, Intimidation

Languages: Common, Orc

ENCUMBRANCE

Lifting & Carrying: 210 lbs. max. carrying capacity; 420 lbs. pushing or dragging (speed -5 ft.); 420 lbs. max. lift.



HIT POINTS
76

HIT DICE
8d10

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Extra Attack. When making an Attack action, you may make two attacks rather than one.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 1d8+5 piercing damage.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 1d6+5 slashing damage.

Hand Crossbow Ranged Weapon Attack: +8 to hit. *Hit:* 1d6+5 piercing damage. (Normal range to 30 ft.; disadvantage long range 31 to 120 ft. Reloading limits to only one attack per round regardless of extra attacks.)

MAGIC & SPECIAL ATTACKS

Fighting Style: Two-Weapon Fighting. Add ability modifier to damage of second weapon's hits.

EQUIPMENT & TREASURE

Carried Gear (PHB, p. 143): chain mail armor (AC 16), shield (AC +2), rapier, hand crossbow and 20 bolts, longbow and 20 arrows, gaming set (dice set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 132 lbs.; add 1 lb. per 50 coins carried.)

Magic Items (DMG p. 135)

- 2 *potions of healing* (2d4+2 hp)

(a) *Item attuned to character.*

Coins & Gems: 713 gold pieces (gp); 46 silver pieces (sp); 58 copper pieces (cp); 2 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Chaotic Good. I follow my conscience regardless of others' expectations. Freedom and compassion matter more than rules.

Soldier Background (PHB p. 140)

- **Feature:** Military Rank.
- **Traits:** Black sheep of a druidic family. Obsessed with poetry.
- **Ideal:** Prep for future war.
- **Bond:** Reputation as fearless.
- **Flaw:** Haunted by past foes.

Human Traits (PHB p. 29)

- Age: 43 years old
- Medium Size (5' 8", 182 lbs.)

Fighter Class Features (PHB p. 70)

- Fighting Style (Two-Weapon Fighting)
- Second Wind (regain 1d10+8 h.p.)
- Action Surge (extra action in turn once betw. short rests)
- Improved Critical (crit on 19 or 20)
- Extra Attack (2/attack)
- Remarkable Athlete (boost jumping and non-prof. Str, Dex, Con skills)