



TALBOT

Fighter 8 (Champion)
CLASS & LEVEL

36,380
EXPERIENCE POINTS

David Cook
PLAYER NAME

Centaur
RACE

Outlander
BACKGROUND

Greyhawk
CAMPAIGN or PLAYER ID

STR
+5
20

+3 PROFICIENCY BONUS



ARMOR CLASS (AC)
19



INITIATIVE
+2



SPEED
40 ft.

DEX
+2
14

SAVING THROWS

- +8 Strength Saves *
- +2 Dexterity Saves
- +6 Constitution Saves *
- 1 Intelligence Saves
- +1 Wisdom Saves
- +0 Charisma Saves
- * Prof. bonus added

CON
+3
16

SKILLS

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

INT
-1
8

WIS
+1
13

CHA
+0
10

* Prof. bonus added

14 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

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

Weapons: simple weapons, martial weapons

Tools: one type of musical instrument

Saving Throws: Strength, Constitution

Skills: Animal Handling, Athletics, Perception, Survival

Languages: Common, Elvish, Sylvan

ENCUMBRANCE

Lifting & Carrying: 600 lbs. max. carrying capacity; 1200 lbs. pushing or dragging (speed -5 ft.); 1200 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.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 1d8+5 slashing damage. (If used two-handed in melee, does 1d10+5 damage.)

Javelin. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 1d6+5 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

Centaur Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 1d6+5 bludgeoning damage.

MAGIC & SPECIAL ATTACKS

Fighting Style: Defense. In armor, gain +1 to AC.

EQUIPMENT & TREASURE

Carried Gear (PHB, p. 143): chain mail armor (AC 16), shield (AC +2), longsword, javelin, belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 156 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: 610 gold pieces (gp); 56 silver pieces (sp); 19 copper pieces (cp); 4 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Chaotic Neutral. I follow my shifting whims with little concern about rules or later consequences.

Outlander Background [PHB p. 136]

- **Feature:** Wanderer.
- **Traits:** Wears necklace of feathers. Uncomfortable when among civilization.
- **Ideal:** Strangers always bring their trouble with them.
- **Bond:** Dreams with animal spirits during rests.
- **Flaw:** Ignorant of city manners.

Centaur Traits [UA May 2018]

- Age: 37 years old
- Medium Size (7' 0", 1120 lbs.)
- Charge (once betw. rests, move 20 feet at target, if attack hits roll double dice damage)
- Hooves (count as weapons)
- Equine Build (carry, push, drag, lift as if large size; climbing costs 4 feet per 1 foot regular move; can carry small or medium rider)
- Hybrid Nature (count as both humanoid and monstrosity in terms of effects)

Fighter Class Features [PHB p. 70]

- Fighting Style (Defense)
- 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)