



# VALERIUS

Fighter 8 (Battle Master)

CLASS & LEVEL

35,020

EXPERIENCE POINTS

Erol Otus

PLAYER NAME

Human

RACE

Noble

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) \*
- +1 Animal Handling (Wis)
- 1 Arcana (Int)
- +2 Athletics (Str)
- +0 Deception (Cha)
- +2 History (Int) \*
- +1 Insight (Wis)
- +0 Intimidation (Cha)
- 1 Investigation (Int)
- +1 Medicine (Wis)
- 1 Nature (Int)
- +4 Perception (Wis) \*
- +0 Performance (Cha)
- +3 Persuasion (Cha) \*
- 1 Religion (Int)
- +5 Sleight of Hand (Dex)
- +5 Stealth (Dex) (Disadv.)
- +1 Survival (Wis)

INT  
**-1**  
9

WIS  
**+1**  
13

CHA  
**+0**  
11

\* 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 gaming kit

**Saving Throws:** Strength, Constitution

**Skills:** Acrobatics, History, Perception, Persuasion

**Languages:** Common, Dwarvish, Draconic

### 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, smith's tools (anvil, hammers, tongs, etc.), set of fine clothes, a signet ring, a scroll of pedigree, a purse. (This load is about 143 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:** 540 gold pieces (gp); 72 silver pieces (sp); 76 copper pieces (cp); 3 gems (worth 50 gp each)

### FEATURES, TRAITS & MORE

**Alignment: Neutral Good.** I help others according to their needs and promote compassion above all else.

### Noble Background (PHB p. 135)

- **Feature:** Position of Privilege
- **Traits:** A celestial creature advises your family. In love with a lycanthrope.
- **Ideal:** Avoids political games.
- **Bond:** Puts family above all else.
- **Flaw:** Plotting rebellion.

### Human Traits (PHB p. 29)

- Age: 31 years old
- Medium Size (5' 3", 138 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)
- Extra Attack (2/attack)
- Remarkable Athlete (boost jumping and non-prof. Str, Dex, Con skills)
- Know Your Enemy (rate studied foe)

### Combat Superiority

- five 1d8 Superiority dice per short or long rest
- Maneuver Save DC 16

### Maneuvers Known (PHB p. 74)

- Commander's Strike (ally uses your action to attack)
- Precision Attack (add die to attack)
- Evasive Footwork (add die to AC)
- Maneuvering Attack (hit foe, move ally half speed)
- Distracting Attack (hit foe, ally has adv. to hit)