

Fighter 1

LEVEL & CLASS

BACKGROUND

PLAYER NAME

Gnome

RACE

ALIGNMENT

OTHER

CHARACTER NAME

+1 BASE ATTACK BONUS

+2 CMB

SAVING THROWS

+4 FORTITUDE SAVE

+2 REFLEX SAVE

+0 WILL SAVE

SKILLS

- ☐ -2 Acrobatics
- ☐ +0 Appraise
- ☐ +1 Bluff
- ☐ -2 Climb
- ☐ +1 Diplomacy
- ☐ +1 Disguise
- ☐ +0 Escape Artist
- ☐ +5 Handle Animal
- ☐ +0 Heal
- ☐ +1 Intimidate
- ☐ +2 Perception
- ☐ -2 Ride
- ☐ +0 Sense Motive
- ☐ +4 Stealth
- ☐ +4 Survival
- ☐ -2 Swim

STRENGTH

+2

15

DEXTERITY

-1

14

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+2

10

CHARISMA

+1

12

+2 PERCEPTION

OTHER PROFICIENCIES & LANGUAGES

20

ARMOR CLASS

+2

INITIATIVE

20 ft.

SPEED

15

CMD

13

MAXIMUM HP

TEMPORARY HP

CURRENT HP

1d10

HIT DIE

RESISTANCES

NAME	ATTACK BONUS	DAMAGE/TYPE
Longsword	+4	1d6+2 (19-20) slashing
Short Sword	+4	1d4+2 (19-20) piercing
Dagger	+4	1d3+2 (19-20) piercing
Light Crossbow	+2	1d6 (19-20) piercing

EQUIPMENT

- CP Breastplate
- Crossbow Bolts, 20
- SP Backpack
- Bedroll
- Common Clothes
- GP 10 Mess Kit
- Pot, Iron
- PP Rations, 1 day
- Rope, Hemp, 50 ft

Shovel

Tinderbox

Torch

Waterskin

Woodcarver's Tools

A tiny gnome-crafted music box that plays a song you dimly remember from your childhood

ATTUNEMENT SLOTS

FEATURES, TRAITS & FEATS

Dancing Lights (1/day)

Ghost Sound (1/day)

Prestidigitation (1/day)

Speak with Animals (1/day)

Defensive Training +4

Hatred +1

Illusion Resistance

Low-Light Vision

FEATS

Armor Proficiency (Heavy)

Armor Proficiency (Light)

Armor Proficiency (Medium)

Dodge

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Martial Weapon Proficiency - All

Shield Proficiency

Simple Weapon Proficiency - All

Stealthy

Tower Shield Proficiency

ADDITIONAL FEATURES, TRAITS & FEATS

CHARACTER BACKSTORY

TREASURE