CHARACTER NAME

Noble Fighter

BACKGROUND | CLASS

Dragonborn

SPECIES | SUBCLASS

LEVEL: 1

XP:

ARMOR CLASS: 18

SHIELD: ☑

HIT POINTS

CURRENT:

TEMP:

MAX: 13

HIT DICE

SPENT:

MAX: 1d10

DEATH SAVES

SUCCESSES: ☐☐☐

FAILURES: ☐☐☐

DUNGEONS & DRAGONS

PROFICIENCY BONUS: +2

STRENGTH

MODIFIER: +5 | SCORE: 20

- ☑ +7 Saving Throw
- ☑ +7 Athletics

DEXTERITY

MODIFIER: +3 | SCORE: 16

- ☐ +3 Saving Throw
- ☑ +5 Acrobatics
- ☐ +3 Sleight of Hand
- ☑ +5 Stealth

CONSTITUTION

MODIFIER: +3 | SCORE: 16

- ☑ +5 Saving Throw

HEROIC INSPIRATION

☐

INTELLIGENCE

MODIFIER: +3 | SCORE: 17

- ☐ +3 Saving Throw
- ☐ +3 Arcana
- ☑ +5 History
- ☐ +3 Investigation
- ☐ +3 Nature
- ☐ +3 Religion

WISDOM

MODIFIER: +2 | SCORE: 14

- ☐ +2 Saving Throw
- ☐ +2 Animal Handling
- ☑ +4 Insight
- ☐ +2 Medicine
- ☑ +4 Perception
- ☐ +2 Survival

CHARISMA

MODIFIER: -1 | SCORE: 9

- ☐ -1 Saving Throw
- ☐ -1 Deception
- ☐ -1 Intimidation
- ☐ -1 Performance
- ☑ +1 Persuasion

INITIATIVE	SPEED	SIZE	PASSIVE PERCEPTION
+3	30	Med	14

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Greatsword	+7	2d6+5 Slashing	Mastery: Graze (2H)
Flail	+7	1d8+5 Bludgeoning	Mastery: Sap
Javelin	+5	1d6+3 Pierce	Range: 30/120, Slow mastery
Breath Weapon	13 DEX	1d10 Lightning	half on successful DC

CLASS FEATURES

Fighting style: Interception
When a creature you can see hits another creature within 5 feet of you with an attack roll, you can take a Reaction to reduce the damage dealt to the target by 1d10 plus your Proficiency Bonus. You must be holding a Shield or a Simple or Martial weapon to use this Reaction.

Second Wind: You have a limited well of physical and mental stamina that you can draw on. As a Bonus Action, you can use it to regain Hit Points equal to 1d10 plus your Fighter level. 2 uses

Weapon Masteries:
Flail (Sap): If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.
Greatsword (Graze): If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the ability modifier.
Javelin (Slow): If you hit a creature with this weapon and deal damage to it,

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: ☑ Light ☑ Medium ☑ Heavy ☑ Shields

WEAPONS

Simple, Martial

TOOLS

Three dragon Ante set

SPECIES TRAITS

Bronze Dragon: Lightning Resistance
Darkvision: 60 ft.
Breath weapon: 15 ft. Cone or 30 ft. line

FEATS

Noble score: +2 STR, +1 INT
Noble Proficiencies: History, Persuasion
Skilled: Insight, Perception, Stealth

SPELLCASTING ABILITY

	SPELLCASTING MODIFIER
	SPELL SAVE DC
	SPELL ATTACK BONUS

SPELL SLOTS

	Total	Expended
Level 1		
Level 2		
Level 3		
Level 4		
Level 5		
Level 6		
Level 7		
Level 8		
Level 9		

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
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				C R M	

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Draconic

EQUIPMENT

Three dragon Ante set
Fine clothes
Perfume
Chainmail
Greatsword
Flail
8x Javelins
Dungeoneer's Pack

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
			33	

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