



**Player Name** \_\_\_\_\_

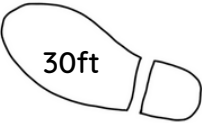
**Character Name** \_\_\_\_\_

**Race:** Human

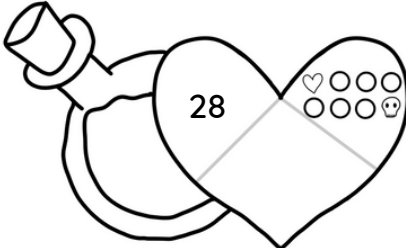
**Class:** Fighter

**Level:** 3

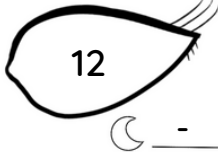
**Background:** Soldier



30ft  
Speed



28  
Hit points



12  
Passive perception



+3  
Initiative

3d10  
Hit dice



19  
Armour class

Strength **+2** (14)  
Dexterity **+3** (16)  
Constitution **+2** (15)  
Intelligence **+1** (13)  
Wisdom **+0** (11)  
Charisma **-1** (9)

**Proficiency +2**

Athletics  
Perception  
Intimidation  
Persuasion

Saving throws:  
STR & CON

**Features & Traits:**

Disadvantage on stealth checks damage.

Improved Critical hits - (19 & 20 are critical hits).

**Languages:** Common, Elvish.

**Inventory:** -Rope -Tinderbox -Rations -Water  
-Torches -Shield -Dice Set



**Attacks:** Weapon - {range} - (add to hit) - [Damage]

Longsword - {5ft} - (+4) - [1d8+2 slashing]

Light Crossbow - {80/320ft} - (+5) - [1d8+3 piercing]

Dagger - {20/60ft} - (+4) - [1d4+3 piercing]

**Bonus action:**

Second Wind - Once per short rest, heal 1d10+3

Other combat options:

Dash, Disengage,  
Dodge, Grapple, Help,  
Hide, Search, Shove.