

Swerg

CHARACTER NAME

Fighter (6)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Goblin

RACE

Chaotic Good

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
+2
14

DEXTERITY
-1
8

CONSTITUTION
+3
16

INTELLIGENCE
+3
16

WISDOM
+1
12

CHARISMA
-1
8

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +5 Strength
- 1 Dexterity
- +6 Constitution
- +3 Intelligence
- +1 Wisdom
- 1 Charisma

SKILLS

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

18 ARMOR CLASS

-1 INITIATIVE

30 SPEED

Hit Point Maximum **58**

0 CURRENT HIT POINTS

TEMPORARY HIT POINTS

6x(1d10+3) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+5	1d6+2 piercing
Crossbow, light	+2	1d8-1 piercing
Giant Slayer, Longsword	+6	1d8+3 slashing

Number of Attacks: 2

ATTACKS & SPELLCASTING

Backpack
Cartographer's Tools
Chain mail
Crossbow bolt x20
Crowbar
Hammer
Piton x10
Rations (1 day) x10
Rope, hempen
Shield
Smith's Tools
Tinderbox
Torch x10
Waterskin

EQUIPMENT

11 PASSIVE WISDOM (PERCEPTION)

Weapon Proficiencies:
Martial; Simple

Armor Proficiencies: Heavy;
Light; Medium; Shields

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE



Swerg

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

Darkvision: 60 ft.

-----Bonus Actions-----

Second Wind. Regain 1d10 +6 HPs (use once/rest).

-----Actions-----

Action Surge. Take an extra action (use once/rest).

-----Reactions-----

Protection Fighting Style. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

-----Other Traits-----

Fury of the small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Nimble Escape. . You can take the Disengage or Hide action as a bonus action on each of your turns.