

Twitch

CHARACTER NAME

Fighter 1

CLASS & LEVEL

BACKGROUND

PlayerCharacter

PLAYER NAME

Warforged

RACE

ALIGNMENT

85

EXPERIENCE POINTS

STRENGTH
16
3

DEXTERITY
13
1

CONSTITUTION
16
3

INTELLIGENCE
10
0

WISDOM
12
1

CHARISMA
8
-1

INSPIRATION

2 **PROFICIENCY BONUS**

SAVING THROWS

- 5 Strength
- 1 Dexterity
- 5 Constitution
- 0 Intelligence
- 1 Wisdom
- 1 Charisma

SKILLS

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

20 ARMOR CLASS

1 INITIATIVE

30ft SPEED

Hit Point Maximum ¹³

13 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total ¹

1 HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME **ATK BONUS** **DAMAGE/TYPE**

Longbow + 3 1d8 + 1 Pie

Longsword + 5 1d8 + 3 Sla

Handaxe + 3 1d6 + 3 Sla

ATTACKS & SPELLCASTING

Fighting Style (Fighter) - SRD 5.1:
You adopt a particular style of fighting as your specialty. Choose one of the following options from the appropriate class list. You can't take a Fighting Style option more than once, even if you later get to choose again.
@Compendium[5e.class.features.8YwPFv3UAP]WVDNI[Archer]

Second Wind - SRD 5.1:
You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Warforged - ERLW:

Ability Scores
Size
Speed

Con +2; Choose any other +1

Age - ERLW:
A typical warforged is between two and thirty years old. The maximum warforged lifespan remains a mystery; so far, warforged have shown no signs of deterioration due to age. You are immune to magical aging effects.

Alignment - ERLW:
Most warforged take comfort in order and discipline, tending toward law and neutrality. But some have absorbed the morality, or lack thereof, of the beings with which they served.

Constructed Resilience - ERLW:
You were created to have remarkable fortitude, represented by the following benefits: You have advantage on saving throws against being @condition[pisoned], and you have resistance to...

Sentry's Rest - ERLW:
When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you @condition[unconscious], and you can see and hear as normal...

Integrated Protection - ERLW:
Your body has built-in defensive layers, which can be enhanced with armor: You gain a +1 bonus to Armor Class. You can don only armor with which you have profic...

Specialized Design - ERLW:
You gain one skill proficiency and one tool proficiency of your choice.

Languages - ERLW:
You can speak, read, and write Common and one other language of your choice.

Fighting Style: Defense - SRD 5.1:
While you are wearing armor, you gain a +1 bonus to AC

FEATURES & TRAITS

11 **PASSIVE WISDOM (PERCEPTION)**

Tools: Smith's Tools
Languages: Common

OTHER PROFICIENCIES & LANGUAGES

Chain Mail,
Longbow,
Longsword,
Handaxe, Shield

CP

SP

EP

GP 22

PP

EQUIPMENT