

CHARACTER NAME

20 Champion
LEVEL & CLASS

PLAYER NAME

Folk Hero

Human

355,000

BACKGROUND I led a militia to fight off an invading RACE

EXPERIENCE

Next Level

STRENGTH

+5

20

DEXTERITY

+3

17

CONSTITUTION

+5

20

INTELLIGENCE

0

10

WISDOM

+2

14

CHARISMA

0

11

● +11 STR ○ 0 INT
○ +3 DEX ○ +2 WIS
● +11 CON ○ 0 CHA

RESISTANCES

SAVING THROWS

● +6 Acrobatics (Dex)
● +8 Animal Handling (Wis)
○ 0 Arcana (Int)
● +11 Athletics (Str)
○ 0 Deception (Cha)
○ 0 History (Int)
○ +2 Insight (Wis)
○ 0 Intimidation (Cha)
○ 0 Investigation (Int)
○ +2 Medicine (Wis)
○ 0 Nature (Int)
● +8 Perception (Wis)
○ 0 Performance (Cha)
○ 0 Persuasion (Cha)
○ 0 Religion (Int)
○ +6 Sleight of Hand (Dex)
○ +6 Stealth (Dex) [disadv.]
● +8 Survival (Wis)
○ Tool

SKILLS

224

MAXIMUM
HIT POINTS

+6

PROFICIENCY
BONUS

20

ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+6

INITIATIVE

SUCCESSSES

○ ○ ○

FAILURES

○ ○ ○

DEATH
SAVES

LEVEL DIE USED

20 d10+5

HIT DICE

ENCUMBERED

20 ft

30 ft

SPEED

FEATURE	MAX	RECOVER	USED
Second Wind (1d10+20)	1	SR	
Action Surge	2	SR	
Indomitable	3	LR	

LIMITED FEATURES

ACTIONS	BONUS ACTIONS	REACTIONS
Attack (4 attacks per action)	Second Wind	

ACTIONS

18

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Longsword +3	✓ Str	Melee	+14	1d8+10	Slashing

Versatile (1d10); Crit on 18-20

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

AC	DESCRIPTION
18	Armor Plate
2	Shield Shield
0	Dex ○ Medium Armor ● Heavy Armor
	Magic
	Misc
	Misc

ARMOR

INSPIRATION

ABILITY
SAVE DC

ARMOR	WEAPONS
● Light ● Medium ● Heavy ● Shields	● Simple ● Martial ○ Other Weapons:

PROFICIENCIES

LANGUAGES	TOOLS & OTHERS
Common	Type of artisan's tool
Dwarvish	Vehicles (land)

Champion, level 20:

- ♦ Dueling Fighting Style (Fighter 1, PHB 72)
+2 to damage rolls when wielding a melee weapon in one hand and no other weapons
- ♦ Second Wind (Fighter 1, PHB 72) [1d10+20, 1× per short rest]
As a bonus action, I regain 1d10 + fighter level HP; I can use this once per short rest
- ♦ Action Surge (Fighter 2, PHB 72) [2× per short rest]
I can take one additional action on my turn on top of my normally allowed actions
- ♦ Improved Critical (Champion 3, PHB 72)
I score a critical hit with my weapon attacks on a roll of 19 and 20
- ♦ Remarkable Athlete (Champion 7, PHB 72)
I add half my proficiency bonus to Str/Dex/Con checks if I would otherwise add none
When making running jumps, I add my Strength modifier to the distance in feet
- ♦ Indomitable (Fighter 9, PHB 72) [3× per long rest]
I can reroll a failed saving throw, but must keep the new result
- ♦ Additional Fighting Style (Champion 10, PHB 73)
Choose an Additional Fighting Style using the "Choose Feature" button above
- ♦ Superior Critical (Champion 15, PHB 73)
I score a critical hit with my weapon attacks on a roll of 18, 19, and 20
- ♦ Survivor (Champion 18, PHB 73)
At the start of my turn, if I'm not above half or at 0 HP, I regain 5 + Con mod HP

CLASS FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name: Rustic Hospitality

Since I come from the ranks of the common folk, I fit in among them with ease. I can find a place to hide, rest, or recuperate among other commoners, unless I have shown myself to be a danger to them. They will shield me from the law or anyone else searching for me, though they will not risk their lives for me.

BACKGROUND FEATURE

Human (+1 to all ability scores)

RACIAL TRAITS

ADVENTURING GEAR

#

LB

ADVENTURING GEAR

#

LB

ADVENTURING GEAR

#

LB

SUBTOTAL

SUBTOTAL
EQUIPMENT

SUBTOTAL

ATTUNED MAGICAL ITEMS

	CP
	SP
	EP
	CP
	PP

WEIGHT CARRIED

ENCUMBERED

101 - 200 lb

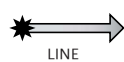
HEAVILY ENCUMBERED

201 - 300 lb

PUSH/DRAW/LIFT

301 - 600 lb

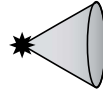
PLAYER REFERENCE



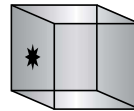
LINE



Point of Origin



CONE



CUBE



SPHERE



CYLINDER

AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readyng a spell requires concentration.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on the attack if the target is up to long range away (second number) or if a hostile is within 5 ft that is not incapacitated and can see you.

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK) (DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK) (DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump you Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

ENVIRONMENT

(PHB 183)

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks / saves
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

EXHAUSTION (PHB 291)

BLINDED

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT		Out to range, perceive without sight.
DARKVISION		Out to range, treat dim light as bright light. Can't see colors.
TRUESIGHT		Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

LIGHT & VISION

(PHB 183)

PACE	MINUTE	HOURLY	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

TRAVEL PACE (PHB 182)