

QUARTERMASTER TOKII

Fighter 1
CLASS & LEVEL

Tabaxi
RACE

0
EXPERIENCE POINTS

Pirate
BACKGROUND

Ashley
PLAYER NAME

DM:ERIC
CAMPAIGN or PLAYER ID

STR
+2
15

+2 PROFICIENCY BONUS

DEX
+2
15

CON
+2
14

INT
+0
10

WIS
+1
12

CHA
-1
9

SAVING THROWS

+4 Strength Saves *
+2 Dexterity Saves
+4 Constitution Saves *
+0 Intelligence Saves
+1 Wisdom Saves
-1 Charisma Saves
* *Prof. bonus added*

SKILLS

+4 Acrobatics (*Dex*) *
+3 Animal Handling (*Wis*) *
+0 Arcana (*Int*)
+4 Athletics (*Str*) *
-1 Deception (*Cha*)
+0 History (*Int*)
+1 Insight (*Wis*)
-1 Intimidation (*Cha*)
+0 Investigation (*Int*)
+1 Medicine (*Wis*)
+0 Nature (*Int*)
+3 Perception (*Wis*) *
-1 Performance (*Cha*)
-1 Persuasion (*Cha*)
+0 Religion (*Int*)
+2 Sleight of Hand (*Dex*)
+4 Stealth (*Dex*) * (*Disadv.*)
+1 Survival (*Wis*)

* *Prof. bonus added*

13 PASSIVE WISDOM
(PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons

Tools: navigator's tools, vehicles (water)

Saving Throws: Strength, Constitution

Skills: Acrobatics, Animal Handling, Athletics, Perception, Stealth

Languages: Common, Sylvan



ARMOR CLASS (AC)
18



INITIATIVE
+2



SPEED
30 ft.



HIT POINTS
12

HIT DICE
1d10

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d8+2 slashing damage. (If used two-handed in melee, does 1d10+2 damage.)

Javelin. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+2 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

MAGIC & SPECIAL ATTACKS

Fighting Style: Protection. Use reaction with shield to cause disadvantage on attack against target in 5 feet.

FEATURES, TRAITS & MORE

Alignment: Chaotic Neutral. I follow my shifting whims with little concern about rules or later consequences.

Tabaxi Traits [VGtM p. 113]

- Age: 29 years old
- Medium Size (5' 8", 150 lbs.)
- Darkvision (60 feet)
- Feline Agility (move double speed on turn once, able to use again after spending one turn moving at 0 speed)
- Cat's Claws (climbing speed 20 ft., natural attack does 1d4+2 slashing damage on hit)

Fighter Class Features [PHB p. 70]

- Fighting Style (Protection)
- Second Wind (regain 1d10+1 h.p.)

Pirate Features [PHB p. 139]

- Bad Reputation

EQUIPMENT & TREASURE

Carried Gear: chain mail armor (AC 16), shield (AC +2), longsword, javelin, belt pouch, set of common clothes, rope (silk, 50 feet), belaying pin (club), a lucky charm (rabbit foot or small stone)

Lifting and Carrying: 225 lbs. max. carrying capacity; 450 lbs. pushing or dragging (speed -5 ft.); 450 lbs. max. lift.

Coins & Gems: 14 gold pieces (gp); 14 silver pieces (sp); 73 copper pieces (cp); 3 gems (worth 10 gp each)