

Torgan

CHARACTER NAME

Fighter 4
CLASS & LEVEL

Half-Orc
RACE

Soldier
BACKGROUND

OldSchoolNPC
PLAYER NAME

(Milestone)
EXPERIENCE POINTS

STRENGTH

+4

18

DEXTERITY

+1

13

CONSTITUTION

+3

16

INTELLIGENCE

+0

10

WISDOM

+1

12

CHARISMA

-1

8

- +6 Strength
- +1 Dexterity
- +5 Constitution
- +0 Intelligence
- +1 Wisdom
- 1 Charisma

Saving Throw Modifiers

SAVING THROWS

- +1 Acrobatics DEX
- +3 Animal Handling WIS
- +2 Arcana INT
- +6 Athletics STR
- 1 Deception CHA
- +0 History INT
- +3 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
- +3 Survival WIS
- _____
- _____
- _____

SKILLS

+1

INITIATIVE

ARMOR

14

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP **40** Current HP Temp HP **--**

HIT POINTS

Total **4d10**

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Playing Card Set, Vehicles (Land)

=== LANGUAGES ===
Common, Orc

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Second Wind • 1 / Short Rest
Once per short rest, you can use a bonus action to regain 1d10 + 4 HP.

=== SPECIAL ===

Action Surge • 1 / Short Rest
You can take one additional action on your turn. This can be used 1 times per short rest.

Arcane Shot • 2 / Short Rest
Twice per short rest and once per turn when you fire an arrow from a shortbow or longbow as part of the Attack action, you can apply one Arcane Shot option of your choice to that arrow. You decide to use the option when the arrow hits a creature, unless the option doesn't involve an attack roll.

Piercing Arrow
Creates a line 1 ft. wide and 30 ft. long and each creature in that line must make a DEX saving throw (DC 10). On failure, a creature takes damage from the arrow plus 1d6 extra piercing damage (half damage on success).

ACTIONS

11 PASSIVE WISDOM (PERCEPTION)

13 PASSIVE WISDOM (INSIGHT)

10 PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Greatsword	+6	2d6+4 Slashing	Martial, Heavy, Two-Handed
Handaxe	+6	1d6+4 Slashing	Simple, Light, Thrown, Range (20/60)
Longbow	+3	1d8+1 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Unarmed Strike	+6	5 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

Torgan

CHARACTER NAME

Fighter 4
CLASS & LEVEL

OldSchoolNPC
PLAYER NAME

Half-Orc
RACE

Soldier
BACKGROUND

(Milestone)
EXPERIENCE POINTS

=== FIGHTER FEATURES ===

* Hit Points • PHB 71

* Proficiencies • PHB 71

* Fighting Style • PHB 72
You adopt a fighting style specialty.

| Great Weapon Fighting • PHB
You can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.

* Second Wind • PHB 72
Once per short rest, you can use a bonus action to regain 1d10 + 4 HP.

| 1 / Short Rest • 1 Bonus Action

* Action Surge • PHB 72
You can take one additional action on your turn. This can be used 1 times per short rest.

| 1 / Short Rest • Special

* Martial Archetype • PHB 72

| Arcane Archer

* Arcane Archer Lore • XGtE 28
You gain proficiency in an additional skill and learn an additional cantrip (Prestidigitation).

* Arcane Shot • XGtE 28
Twice per short rest and once per turn when you fire an arrow from a shortbow or longbow as part of the Attack action, you can apply one Arcane Shot option of your choice to that arrow. You decide to use the option when the arrow hits a creature, unless the option doesn't involve an attack roll.

| 2 / Short Rest • Special

* Arcane Shot Options • XGtE 28

| Piercing Arrow • XGtE
Creates a line 1 ft. wide and 30 ft. long and each creature in that line must make a DEX saving throw (DC 10). On failure, a creature takes damage from the arrow plus 1d6 extra piercing damage (half damage on success).

| Special

| Seeking Arrow • XGtE
You can choose one creature you have seen in the past minute and fire an arrow that flies toward that creature, moving around corners and ignoring three-quarters cover and half cover. If the target is in range and a path is available, it must make a DEX saving throw (DC 10) or take damage from the arrow plus 1d6 force damage and you learn the target's location (half damage and location is unrevealed on success).

| Special

* Ability Score Improvement • PHB 72

=== HALF-ORC RACIAL TRAITS ===

* Darkvision • BR 41
You can see in darkness (shades of gray) up to 60 ft.

* Menacing • BR 41
You gain proficiency in the Intimidation skill.

* Relentless Endurance • BR 41
When you are reduced to 0 HP but not killed, you can drop to 1 HP instead once per long rest.

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CP	0	Shield	1	6 lb.	Tinderbox	1	1 lb.
		Leather	1	10 lb.	Torch	10	10 lb.
SP	0	Handaxe	1	2 lb.	Waterskin	1	5 lb.
		Handaxe	1	2 lb.			
EP	0	Greatsword	1	6 lb.			
		Longbow	1	2 lb.			
GP	10	Arrows	20	1 lb.			
		Backpack	1	5 lb.			
PP	0	Clothes, Common	1	3 lb.			
		Playing Card Set	1	--			
	WEIGHT CARRIED	Crowbar	1	5 lb.			
	93.5 lb.	Hammer	1	3 lb.			
	ENCUMBERED	Piton	10	2.5 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	270 lb.	Rations (1 day)	10	20 lb.			
	PUSH/DRAG/LIFT	Rope, Hempen (50 feet)	1	10 lb.			
	540 lb.						

EQUIPMENT