

Geralt of Rivia

CHARACTER NAME

Fighter 1

CLASS & LEVEL

OrigamiGoblin

PLAYER NAME

Variant Human

RACE

Mercenary Veteran

BACKGROUND

(Milestone)

EXPERIENCE POINTS

STRENGTH

+1

13

DEXTERITY

+2

15

CONSTITUTION

+1

12

INTELLIGENCE

+0

11

WISDOM

+2

14

CHARISMA

+0

10

- +3 Strength
- +2 Dexterity
- +3 Constitution
- +0 Intelligence
- +2 Wisdom
- +0 Charisma

Saving Throw Modifiers

SAVING THROWS

- +2 Acrobatics DEX
- +4 Animal Handling WIS
- +0 Arcana INT
- +3 Athletics STR
- +0 Deception CHA
- +0 History INT
- +2 Insight WIS
- +0 Intimidation CHA
- +2 Investigation INT
- +2 Medicine WIS
- +0 Nature INT
- +4 Perception WIS
- +0 Performance CHA
- +2 Persuasion CHA
- +0 Religion INT
- +2 Sleight of Hand DEX
- +2 Stealth DEX
- +2 Survival WIS
- _____
- _____
- _____

SKILLS

+2

INITIATIVE

ARMOR

15

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

11

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HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Herbalism Kit, Vehicles (Land)

=== LANGUAGES ===

Abysal, Common

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 + 1 HP.

ACTIONS

14

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

12

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Longsword

+3

1d8+1 Slashing

Martial, Versatile

Unarmed Strike

+3

2 Bludgeoning

WEAPON ATTACKS & CANTRIPS

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=== 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 + 1 HP.

| 1 / Short Rest • 1 Bonus Action

=== VARIANT HUMAN RACIAL TRAITS ===

* Languages • PHB 31
You can speak, read, and write Common and one extra language.

* Ability Score Increase • PHB 31
Two different ability scores of your choice increase by 1.

* Skills • PHB 31
You gain proficiency in one skill of your choice.

* Feat • PHB 31
You gain one feat of your choice.

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CP	0	Chain Shirt	1	20 lb.	Torch	10	10 lb.
		Longsword	1	3 lb.	Waterskin	1	5 lb.
SP	0	Backpack	1	5 lb.	Riding Horse	1	--
		Bedroll	1	7 lb.	Saddle, Riding	1	25 lb.
EP	0	Chalk (1 piece)	5	--			
		Clothes, Traveler's	1	4 lb.			
GP	55	Hammer	1	3 lb.			
		Mess Kit	1	1 lb.			
PP	0	Oil (flask)	3	3 lb.			
		Piton	2	0.5 lb.			
		Pouch	1	1 lb.			
		Rations (1 day)	10	20 lb.			
		Rope, Hempen (50 feet)	1	10 lb.			
		Spikes, Iron (10)	10	5 lb.			
		Tinderbox	1	1 lb.			
	WEIGHT CARRIED						
	123.5 lb.						
	ENCUMBERED						
	195 lb.						
	PUSH/DRAG/LIFT						
	390 lb.						
				ATTUNED MAGIC ITEMS	QTY	WEIGHT	

EQUIPMENT



Geralt of Rivia

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral				
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS