

Battle Master Fighter - Level 5 **Guard**

CLASS & LEVEL BACKGROUND

PLAYER NAME

Dwarf
RACE

CHARACTER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
+4
18

INSPIRATION

+3
PROFICIENCY BONUS

DEXTERITY
+1
12

+7 Strength
 +1 Dexterity
 +6 Constitution
 +2 Intelligence
 +0 Wisdom
 -1 Charisma

SAVING THROWS

CONSTITUTION
+3
16

+1 Acrobatics (Dex)
 +0 Animal Handling (Wis)
 +2 Arcana (Int)
 +7 Athletics (Str)
 -1 Deception (Cha)
 +5 History (Int)
 +3 Insight (Wis)
 +2 Intimidation (Cha)
 +5 Investigation (Int)
 +0 Medicine (Wis)
 +2 Nature (Int)
 +0 Perception (Wis)
 -1 Performance (Cha)
 -1 Persuasion (Cha)
 +2 Religion (Int)
 +1 Sleight of Hand (Dex)
 +1 Stealth (Dex)
 +0 Survival (Wis)

SKILLS

INTELLIGENCE
+2
14

WISDOM
+0
10

CHARISMA
-1
8

10
PASSIVE WISDOM (PERCEPTION)

Languages: Common, Dwarvish
Armour: All Armour, Shields
Weapons: Simple, Martial
Tools: Dragon Chess, Smith's Tools
Vehicles: Land

OTHER PROFICIENCIES & LANGUAGES

16
ARMOR CLASS

+1
INITIATIVE

30
SPEED

Hit Point Maximum **48**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **5d10**

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME **Greatsword** ATK BONUS **+7** DAMAGE/TYPE **2d6+4 slashing**

Handaxe* **+7** **1d6+4 slashing**

Flail **+7** **1d8+4 bludgeoning**

***You can throw a handaxe 20 feet, or up to 60 feet with disadvantage on the attack roll.**

ATTACKS & SPELLCASTING

SECOND WIND | You have a limited well of physical and mental stamina that you can draw on. As a Bonus Action, you can use it to regain Hit Points equal to 1d10 plus 5. You can use this feature three times. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

ACTION SURGE | Once per short rest. You can take on additional action on your turn, save for Magic actions.

TACTICAL MIND | When you fail an ability check, you can expend a use of your Second Wind to push yourself toward success. Rather than regaining Hit Points, you roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Second Wind isn't expended.

Battle Master: Maneuvers | You are a tactician on the battlefield and understand tactics. You can select from the 3 options below. You can use only one maneuver per attack.

Commander's Strike | When you take the Attack action on your turn, you can replace one of your attacks to direct one of your companions to strike. When you do so, choose a willing creature who can see or hear you and expend one Superiority Die. That creature can immediately use its Reaction to make one attack with a weapon or an Unnamed Strike, adding the Superiority Die to the attack's damage roll on a hit.

Fainting Attack | As a Bonus Action, you can expend one Superiority Die to faint, choosing one creature within 5 feet of yourself as your target. You have Advantage on your next attack roll against that target this turn. If that attack hits, add the Superiority Die to the attack's damage roll.

Reckless | When a creature misses you with a melee attack roll, you can take a Reaction and expend one Superiority Die to make a melee attack roll with a weapon or an Unarmed Strike against the creature. If you hit, add the Superiority Die to the attack's damage.

DARKVISION | You can see in darkness (shades of gray) up to 120ft.

DWARVEN RESILIENCE | You have advantage on saves against poison and resistance against poison damage.

STONECUNNING | Twice per Long Rest. As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. Your trills are on a stone surface or touching a stone surface to use this Tremorsense. This sense can be natural or worked.

ALERT | Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat.

HEAVY ARMOUR | Disadvantage on stealth checks.

TACTICAL SHIFT | When you fail an ability check, you can expend a use of your Second Wind to push yourself toward success. Rather than regaining Hit Points, you roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Second Wind isn't expended.

EXTRA ATTACK | When you take the Attack action, you can attack twice instead of once.

FEATURES & TRAITS

EQUIPMENT

- Greatsword
- 2x Hand Axe
- Flail
- Chainmail
- Backpack, Bedroll, Mess Kit, Tinderbox
- 10 Torches
- Waterskin
- 50ft Hempen Rope
- 10 Rations