

Ramsell "Silver Lightning" Harmon

CHARACTER NAME

Fighter 1

CLASS & LEVEL

Human

RACE

Entertainer - Gladiator

BACKGROUND

Neutral Good

ALIGNMENT

Tony

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+2

14

CONSTITUTION

0

10

INTELLIGENCE

-1

8

WISDOM

+2

14

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

- +5 Strength
- +2 Dexterity
- +2 Constitution
- 1 Intelligence
- +2 Wisdom
- +1 Charisma

SAVING THROWS

- +4 Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- +5 Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +4 Perception (Wis)
- +3 Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

SKILLS

16

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 13

13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10 / fighter level

1d10

HIT DICE

SUCCESSES

○ ○ ○ ○ ○

FAILURES

○ ○ ○ ○ ○

DEATH SAVES

I get bitter if I'm not the center of attention. I'll settle for nothing less than perfection.

PERSONALITY TRAITS

People: I like seeing the smiles on peoples faces when I perform. That's all that matters.

IDEALS

My slamball gear is my most treasured possession, and it reminds me of someone I love.

BONDS

I'll do anything to win fame and renown.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Slammer +5 1d8+3(5)B

Server +5 2d6+3 B

Slam. 2H +5 1d10+3

+2 dmg with Slammer when weilded 1h and no other weapons.

Net: range 5/15, +4 Atk, no damage, large or smaller creature restrained until freed (DC 10 Str check, or deal 5 vs AC 10)

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Dwarven
Tool Proficiency: Disguise Kit
Vehicle Proficiency: Wagon

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

CP

PP

15

Chain Mail 20#
Slammer (Warhammer) 2#
Server (Maul) 10#
Light Crossbow, 20 bolts 5#
Net 3#
Backpack 5#
Bedroll 7#
Mess Kit 1#
Tinderbox 1#
10 Torches 10#
10 days rations 20#
Waterskin 5#
50' Hemp Rope 10#
Belt Purse 1#
Team Uniform for Luskan Cutthroats 4#
A Silver and Cyan ribbon given by a dedicated Cutthroats fan.

EQUIPMENT

Fighting Style: Dueling - When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon

Second Wind: On your turn you can use a bonus action to regain HP equal to 1d10 +fighter level. You must finish a short or long rest before you can use this again.

By Popular Demand: You can receive free food and lodging most places in exchange for playing Slamball and/or doing Tumbling routines.

FEATURES & TRAITS



Ramsell "Silver Lightning" Harmon

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME
SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Blank lines for writing cantrips.

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED

SPELL NAME

Table with columns for spell level, slots total, slots expended, and spell name. Includes a vertical 'PREPARED' column with checkboxes.

2

Table with columns for spell level, slots total, slots expended, and spell name. Includes a vertical 'PREPARED' column with checkboxes.

3

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9

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SPELLS KNOWN