

## Mjr Richard Sharpe

CHARACTER NAME

Fighter (3)

CLASS & LEVEL

Human

RACE

Soldier

BACKGROUND

Neutral

ALIGNMENT

Smyther

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

16

+3

CONSTITUTION

10

0

INTELLIGENCE

10

0

WISDOM

14

+2

CHARISMA

12

+1

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +4 Strength
- ☐ +3 Dexterity
- ☒ +2 Constitution
- ☐ 0 Intelligence
- ☐ +2 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ 0 History (Int)
- ☐ +2 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☒ +4 Survival (Wis)

SKILLS

16

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 22

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Crossbow, light

+7

1d8 + 3 piercing

Rapier

+5

1d8 + 3 piercing

Glaive

+4

1d10 + 2 slashing

ATTACKS & SPELLCASTING

-----Bonus Actions-----

Second Wind. Regain 1d10 + 3 HPs (use once/rest, see PHB 72).

-----Actions-----

Action Surge. Take an extra action (use once/rest, see PHB 72).

-----Reactions-----

Parry Maneuver. Reduce melee attack damage dealt to you by superiority die roll + 3 (see PHB 74).

(additional features & traits on page 2)

14

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Cartographer's Tools; Dice Set; Land Vehicles

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Heavy; Light; Medium; Shields

Language Proficiencies: Common; Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

Pouch (1); Clothes, common (1); Piton (10); Crossbow bolt (20); Waterskin (1); Dice Set (1); Insignia of Rank (1); Rations (1 day) (10); Rope, hempen (1); Tinderbox (1); Hammer (1); Backpack (1); Crowbar (1); Chain mail (1); Trophy from Fallen Enemy (1); Torch (10)

EQUIPMENT

FEATURES & TRAITS



## Mjr Richard Sharpe

CHARACTER NAME

49

AGE

177cm

HEIGHT

71kg

WEIGHT

Blue/Grey

EYES

White

SKIN

Blonde

HAIR



CHARACTER APPEARANCE

Sharpe, fighter, human, soldier, man, born in a brothel, rose in the ranks, framed for treason while on campaign, escaped to arkley countryside and married, looking for something to do now that his wife's dead, true neutral

CHARACTER BACKSTORY

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Archery Fighting Style. You gain a +2 bonus to attack rolls you make with ranged weapons. (see PHB 72).

Athlete Feat. Increase STR or DEX by 1; standing up only uses 5 ft movement; climbing doesn't cost extra movement; make running long or high jump after moving only 5 ft. (see PHB 165).

Combat Superiority. You know 3 martial maneuvers, have 4 superiority dice (d8s), and maneuver save DC of 13 (see PHB 73).

Commander's Strike Maneuver. When you take Attack action, forgo one attack, expend a superiority die, give a creature an immediate reaction attack, adding superiority die to damage.

Disarming Attack Maneuver. When you hit with a weapon attack, expend a superiority die and force the target to drop an item of your choice on failed STR save.

Military Rank. Where recognized, your previous rank provides influence among military (see PHB 140).

ADDITIONAL FEATURES & TRAITS

TREASURE