



THE LIEUTENANT

Fighter 2

CLASS & LEVEL

312

EXPERIENCE POINTS

Matthew Stanton

PLAYER NAME

Human

RACE/ANCESTRY/HERITAGE

Soldier

BACKGROUND

2000 Gen Con Game Fair

CAMPAIGN or PLAYER ID

STR
+2
14

+2 PROFICIENCY BONUS



ARMOR CLASS (AC)
16



INITIATIVE
+3



SPEED
30 ft.

SAVING THROWS

- +4 Strength Saves *
- +3 Dexterity Saves
- +4 Constitution Saves *
- 1 Intelligence Saves
- +1 Wisdom Saves
- +0 Charisma Saves
- * Prof. bonus added

DEX
+3
16

CON
+2
15

INT
-1
9

WIS
+1
13

CHA
+0
11

SKILLS

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

* Prof. bonus added

13 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons, modern weapons (firearms)

Tools: gaming set (dice set), vehicles (land craft)

Saving Throws: Strength, Constitution

Skills: Acrobatics, Athletics, Intimidation, Perception

Languages: Common, Draconic

ENCUMBRANCE

Lifting & Carrying: 210 lbs. max. carrying capacity; 420 lbs. pushing or dragging (speed -5 ft.); 420 lbs. max. lift.



HIT POINTS
20

HIT DICE
2d10

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Combat Rifle. Ranged Weapon Attack: +7 to hit. Hit: 2d10+3 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 240 ft.) Must be used two-handed. Reloading after 5 shots limits to only one attack per round regardless of extra attacks.

Machete. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 1d6+3 piercing damage.

MAGIC, FEATS & SPECIAL ATTACKS

Fighting Style: Firearms (as Archery). Add +2 to hit for any ranged weapon attack.

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: heavy flak jacket, machete, combat rifle and 60 rounds, gaming set (playing card set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 119 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 10 gold pieces (gp); 22 silver pieces (sp); 73 copper pieces (cp); 2 gems (worth 10 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Soldier Background [PHB p. 140]

- **Feature:** Military Rank.
- **Tech:** Modern / Digital Age.
- **Traits:** Grew up in military family. Contrary to other service branches.
- **Ideal:** Life ends, honor endures.
- **Bond:** War buddies are only family.
- **Flaw:** Picks fights with rival units.

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 27 years old
- Medium Size (5' 8", 146 lbs.)

Fighter Class Features [PHB p. 70]

- Fighting Style (Archery)
- Second Wind (regain 1d10+2 h.p.)
- Action Surge (extra action in turn once betw. short rests)

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.