

Fighter/Champion 8	Soldier	Crawl IV GenCon 2016
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Lawful Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS



O -1 Performance (Cha)

O -1 Persuasion (Cha)

O +2 Sleight of Hand (Dex)

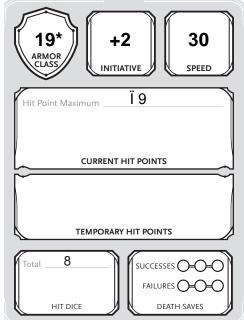
SKILLS

O 0 Religion (Int)

O +2 Stealth (Dex)

+4 Survival (Wis)

CHARISMA



Adamantine Armor: Critical hits become normal





Fighting Style: Defense.

I'm wrong.

While you are wearing armor, you gain a +1 bonus to AC.

I'd rather eat my armor than admit when

FLAWS

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Extra Attack

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Improved Critical

Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete

You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

