



KRAG OVERKILL

Fighter 18 (Champion)
 CLASS & LEVEL

Human
 RACE/ANCESTRY/HERITAGE

278,250
 EXPERIENCE POINTS

Noble
 BACKGROUND

Convention Player
 PLAYER NAME

Crimson Conspiracy Ch1
 CAMPAIGN or PLAYER ID

STR
+7
 25

+6 PROFICIENCY BONUS

ARMOR CLASS (AC) INITIATIVE SPEED
21 **+5** **30 ft.**

FEATURES, TRAITS & MORE

Alignment: Chaotic Good. I follow my conscience regardless of others' expectations. Freedom and compassion matter more than rules.

DEX
+5
 20

SAVING THROWS

- +13 Strength Saves *
- +5 Dexterity Saves
- +11 Constitution Saves *
- +0 Intelligence Saves
- +1 Wisdom Saves
- +2 Charisma Saves
- * Prof. bonus added

Armor Worn: Half Plate +4

HIT POINTS HIT DICE
202 **18d10**

DEATH SAVES: Success O O O Fail O O O

Noble Background [PHB p. 135]

- **Feature:** Position of Privilege
- **Tech:** Medieval / Steel Age.
- **Traits:** Braggadocios Leader
- **Ideal:** Never let rival house rule.
- **Bond:** In love with a commoner.
- **Flaw:** cannot admit he's wrong

CON
+5
 20

SKILLS

- +11 Acrobatics (Dex) *
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +10 Athletics (Str)
- +2 Deception (Cha)
- +6 History (Int) *
- +1 Insight (Wis)
- +2 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +7 Perception (Wis) *
- +2 Performance (Cha)
- +8 Persuasion (Cha) *
- +0 Religion (Int)
- +8 Sleight of Hand (Dex)
- +8 Stealth (Dex) (Disadv.)
- +1 Survival (Wis)

WEAPON & UNARMED ATTACKS

Extra Attack. When making an Attack action, you may make three attacks rather than one.

+4 Magic Greatsword. *Melee Weapon Attack:* +17 to hit, reach 5 ft. *Hit:* 2d6+11 slashing damage. (Must be used two-handed.)

4x Javelin +2. *Melee Weapon Attack:* +15 to hit, reach 5 ft. *Hit:* 1d6+9 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 51 years old
- Medium Size (5' 11", 185 lbs.)

Fighter Class Features [PHB p. 70]

- Fighting Style (Great Weapon Fighting)
- Second Wind (regain 1d10+18 h.p.)
- Action Surge (extra action in turn once betw. short rests)
- Superior Critical (crit on 18, 19 or 20)
- Extra Attack (3/attack)
- Remarkable Athlete (boost jumping and non-prof. Str, Dex, Con skills)
- Indomitable (reroll save 3 times betw. long rests)
- Second Fighting Style (Protection)
- Survivor (heal 10 h.p. each turn if betw. 0 to half hit points)

INT
+0
 10

MAGIC, FEATS & SPECIAL ATTACKS

Feats - see next page

Fighting Style: Great Weapon Fighting. Reroll 1 or 2 on damage dice with two-handed melee weapons.

Fighting Style: Protection. Use reaction with shield to cause disadvantage on attack against target in 5 feet.

WIS
+1
 13

CHA
+2
 14

17 PASSIVE WISDOM (PERCEPTION)

EQUIPMENT & TREASURE

Magic Items [DMG p. 135]

- +4 magic greatsword
- gloves of swimming and climbing (a)
- potion of water breathing
- 2x potion of superior healing (8d4+8 hp)

(a) Item attuned to character.

Coins & Gems: 32,514 gold pieces (gp); 77 silver pieces (sp); 41 copper pieces (cp); 4 gems (worth 1,000 gp each)

PROFICIENCIES & LANGUAGES

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

Weapons: simple weapons, martial weapons

Tools: gaming set (Dragonchess)

Saving Throws: Strength, Constitution

Skills: Acrobatics, History, Perception, Persuasion

Languages: Common, Gnomish, Orc

ENCUMBRANCE

Lifting & Carrying: 375 lbs. max. carrying capacity; 750 lbs. pushing or dragging (speed -5 ft.); 750 lbs. max. lift.

FEATS

Great Weapon Master Feat [PHB p. 167]:

Bonus attack when score critical or drop creature to 0 hp, optional -5 to melee attack with heavy weapon for +10 damage.

Lucky Feat [PHB p. 167]: Reroll one of your attacks, ability checks or saves, or an attack on you, three different times betw. long rests.

Weapon Master Feat [PHB p. 170]: Gain proficiency in heavy crossbow, battleaxe, greataxe and warhammer.

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.

MORE EQUIPMENT

Carried Gear [PHB, p. 143]: Half Plate +4 armor (AC 21), javelin, set of fine clothes, a signet ring, a scroll of pedigree, a purse. (This load is about 124 lbs.; add 1 lb. per 50 coins carried.)

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.