

Bringwen

Razza: Dwarf | Classe: Fighter 8 | Campagna: Dark age of Camelot | Edizione: D&D 2014

CA 18

69 HP

Iniziativa +2

Velocità 25 ft

FORZA

+5

20

DESTREZZA

+2

14

COSTITUZIONE

+3

17

INTELLIGENZA

+1

13

SAGGEZZA

+1

13

CARISMA

+0

10

TIRI SALVEZZA

<input checked="" type="radio"/> Forza	+8
<input type="radio"/> Destrezza	+2
<input checked="" type="radio"/> Costituzione	+6
<input type="radio"/> Intelligenza	+1
<input type="radio"/> Saggezza	+1
<input type="radio"/> Carisma	+0

ABILITÀ & COMPETENZA (+3)

<input type="radio"/> Acrobazia (Des)	+2
<input checked="" type="radio"/> Addestrare Animali (Sag)	+4
<input type="radio"/> Arcano (Int)	+1
<input checked="" type="radio"/> Atletica (For)	+8
<input type="radio"/> Inganno (Car)	+0
<input type="radio"/> Storia (Int)	+1
<input type="radio"/> Intuizione (Sag)	+1
<input type="radio"/> Intimidire (Car)	+0
<input type="radio"/> Indagine (Int)	+1
<input type="radio"/> Medicina (Sag)	+1
<input type="radio"/> Natura (Int)	+1
<input checked="" type="radio"/> Percezione (Sag)	+4
<input type="radio"/> Intrattenimento (Car)	+0
<input type="radio"/> Persuasione (Car)	+0
<input type="radio"/> Religione (Int)	+1
<input type="radio"/> Rapidità di Mano (Des)	+2
<input type="radio"/> Furtività (Des)	+2
<input checked="" type="radio"/> Sopravvivenza (Sag)	+4

ARMI & ATTACCHI

Arma	Bonus Atk	Danno	Note
Handaxe	++8	+ slashing	

EQUIPAGGIAMENTO & INVENTARIO

Rame (cp): 0 | Argento (sp): 0 | Oro (gp): 0 | Platino (pp): 0

Oggetto	Qt.	Peso	Note / Dettagli
? Chain Mail	1	—	
? Shield	1	—	
? Handaxe	2	—	
Arma Da Guerra A Scelta	1	—	
Explorer's Pack	1	59 lb	
Toolartisan	1	—	
Shovel	1	5 lb	
Iron Pot	1	10 lb	
Common Clothes	1	3 lb	
Pouch (containing 10 Gp)	1	—	
Potion of Greater Healing	2	1 lb	
			Peso Trasportato: 78 / 270 lb

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

Fighter

- Level: 8
- Second Wind: 1d10+8 HP /SR
- Action Surge: 1/SR
- Extra Attack: 2
- Indomitable:
- Superiority Dice: 5d8

TRATTI DI RAZZA, TALENTI & COMPETENZE

Tratti Razziali: Dwarf

Background: Folk Hero

Talenti Acquisiti:

- Maestro dello Scudo
- Sentinella
- Maestro dell'arma d'asta

Strumenti & Veicoli: Vehicles (land)

RISORSE / RESOURCES

Generale

Ispirazione

Guerriero

Recuperare Energie r. breve

Azione Impetuosa r. breve

Dadi Superiorità r. breve

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TRATTI RAZZIALI — TESTO COMPLETO

Age

Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Size

Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed

Your speed is not reduced by wearing heavy armor.

Darkvision

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience

You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Combat Training

You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency

You gain proficiency with the artisan's tools of your choice: Smith's tools, brewer's supplies, or mason's tools.

Stonecunning

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages

You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Dwarven Armor Training (Sottorazza)

You have proficiency with light and medium armor.

PRIVILEGI DI FIGHTER (LV 8) — TESTO COMPLETO

Stile di Combattimento (Lv 1)

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take the same Fighting Style option more than once, even if you get to choose again.

Seconda Linfa (Lv 1)

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.

Slancio d'Azione (Lv 2)

Puoi spingerti oltre i tuoi limiti normali per un attimo. Nel tuo turno, puoi compiere un'azione aggiuntiva, eccetto l'azione Magic.

Una volta usata questa caratteristica, non puoi farlo di nuovo finché non termini un Short o un Long Rest. A partire dal 17° livello, puoi usarla due volte prima di un riposo ma solo una volta per turno.

Archetipo Marziale (Lv 3)

At 3rd level, you choose an archetype from the list available that you strive to emulate in your combat styles and techniques. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Martial Versatility (Lv 4)

optional feature}

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, as you shift the focus of your martial practice:

- Replace a fighting style you know with another fighting style available to fighters.
- If you know any maneuvers from the Battle Master archetype, you can replace one maneuver you know with a different maneuver.

Attacco Aggiuntivo (Lv 5)

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Martial Archetype feature (Lv 7)

At 7th level, you gain a feature granted by your Martial Archetype.

Sottoclasse: Battle Master

Battle Master (Lv 3)

Those who emulate the archetypal Battle Master employ martial techniques passed down through generations. To a Battle Master, combat is an academic field, sometimes including subjects beyond battle such as weaponsmithing and calligraphy. Not every fighter absorbs the lessons of history, theory, and artistry that are reflected in the Battle Master archetype, but those who do are well-rounded fighters of great skill and knowledge.

Combat Superiority (Lv 3)

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers.

You learn three maneuvers of your choice, which are listed under "Maneuvers" below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice.

You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Saving Throws.

Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver.

Maneuver Options (Lv 3)

optional feature}

If you have access to maneuvers, the following maneuvers are added to the list of options available to you. Maneuvers are available to Battle Masters but also to characters who have a special feature like the Superior Technique fighting style or the Martial Adept feat.

Maneuvers (Lv 3)

The maneuvers are presented in alphabetical order.

Student of War (Lv 3)

At 3rd level, you gain proficiency with one type of artisan's tools of your choice.

Additional Maneuvers (Lv 7)

At 7th level, you learn two additional maneuvers of your choice.

Additional Superiority Die (Lv 7)

You gain another superiority die at 7th level.

Know Your Enemy (Lv 7)

If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels (if any)
- Fighter class levels (if any)

Dueling

Bonus di +2 ai tiri per i danni quando impugnati un'arma da mischia in una mano e nessun'altra arma.

MANOVRE (FIGHTER) — TESTO COMPLETO

Bait and Switch

Spendi 1 DC: scambia posizione con un alleato entro 5 piedi che sia consenziente. Aggiungi il DC alla CA di te o dell'alleato fino all'inizio del tuo prossimo turno.

Commander's Strike

Rinunci a uno dei tuoi attacchi e usi una DC (dado di superiorità). Un alleato entro 30 piedi può usare la sua reazione per fare un attacco.

Trip Attack

Spendi 1 DC: aggiungi il DC al danno. Il bersaglio fa un TS di Forza o è abbattuto.

TALENTI — TESTO COMPLETO

Polearm Master (PHB 2014)

You can keep your enemies at bay with reach weapons. You gain the following benefits:

- When you take the Attack action and attack with only a glaive, halberd, quarterstaff, or spear, you can use a bonus action to make a melee attack with the opposite end of the weapon; this attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage.
- While you are wielding a glaive, halberd, pike, quarterstaff, or spear, other creatures provoke an opportunity attack from you when they enter the reach you have with that weapon.

Sentinel (PHB 2014)

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Shield Master (PHB 2014)

You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.