

Kimaris Vidar

CA 10

220 HP

Razza: Reborn | Classe: Fighter 18 | Campagna: Dark Age of Camelot | Edizione: D&D 2024

Iniziativa +0

Velocità 30 ft

FORZA

+5

20

DESTREZZA

+0

10

COSTITUZIONE

+4

19

INTELLIGENZA

+0

10

SAGGEZZA

+2

14

CARISMA

+0

10

TIRI SALVEZZA

<input checked="" type="radio"/> Forza	+11
<input type="radio"/> Destrezza	+0
<input checked="" type="radio"/> Costituzione	+10
<input type="radio"/> Intelligenza	+0
<input type="radio"/> Saggezza	+2
<input type="radio"/> Carisma	+0

ABILITÀ & COMPETENZA (+6)

<input type="radio"/> Acrobazia (Des)	+0
<input type="radio"/> Addestrare Animali (Sag)	+2
<input checked="" type="radio"/> Arcano (Int)	+6
<input checked="" type="radio"/> Atletica (For)	+11
<input type="radio"/> Inganno (Car)	+0
<input type="radio"/> Storia (Int)	+0
<input checked="" type="radio"/> Intuizione (Sag)	+8
<input type="radio"/> Intimidire (Car)	+0
<input type="radio"/> Indagine (Int)	+0
<input type="radio"/> Medicina (Sag)	+2
<input type="radio"/> Natura (Int)	+0
<input checked="" type="radio"/> Percezione (Sag)	+8
<input type="radio"/> Intrattenimento (Car)	+0
<input type="radio"/> Persuasione (Car)	+0
<input type="radio"/> Religione (Int)	+0
<input type="radio"/> Rapidità di Mano (Des)	+0
<input type="radio"/> Furtività (Des)	+0
<input checked="" type="radio"/> Sopravvivenza (Sag)	+8

ARMI & ATTACCHI

Nessuna arma equipaggiata.

EQUIPAGGIAMENTO & INVENTARIO

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

Inventario vuoto o nessun oggetto visibile.

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

Fighter

- Level: 18
- Second Wind: 1d10+18 HP /SR
- Action Surge: 2/SR
- Extra Attack: 3
- Indomitable: 3
- Superiority Dice:

TRATTI DI RAZZA, TALENTI & COMPETENZE

Tratti Razziali: Reborn

Background: Guard

Talenti Acquisiti:

- Allerta
- Combattimento alla cieca
- Sterminatore di Maghi
- Incantatore di Guerra
- Toccato dal Fey
- Iniziato alla Magia
- Combattimento con armi grandi
- Maestro delle armi pesanti
- Tenace

RISORSE / RESOURCES

Generale

Ispirazione

Guerriero

Recuperare Energie r. breve

Azione Impetuosa r. breve

Indomito r. lungo

Dadi Superiorità r. breve

Tratti Razziali

Knowledge from a Past Life r. lungo

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PRIVILEGI DI FIGHTER (LV 18) — 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.

Weapon Mastery (Lv 1)

Your training with weapons allows you to use the mastery properties of three kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Fighter levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Fighter Features table.

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.

Tactical Mind (Lv 2)

You have a mind for tactics on and off the battlefield. When you fail an ability check, you can expend a use of your Second Wind to push yourself toward success. Rather than regaining Hit Points, you roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Second Wind isn't expended.

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.

Fighter Subclass (Lv 3)

You gain a Fighter subclass of your choice. A subclass is a specialization that grants you features at certain Fighter levels. For the rest of your career, you gain each of your subclass's features that are of your Fighter level or lower.

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.

Tactical Shift (Lv 5)

Whenever you activate your Second Wind with a Bonus Action, you can move up to half your Speed without provoking Opportunity Attacks.

Martial Archetype feature (Lv 7)

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

Privilegio di Sottoclasse (Lv 7)

You gain a feature from your Fighter Subclass.

Indomabile (Lv 9)

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

Tactical Master (Lv 9)

When you attack with a weapon whose mastery property you can use, you can replace that property with the Push, Sap, or Slow property for that attack.

Martial Archetype feature (Lv 10)

At 10th level, you gain a feature granted by your Martial Archetype.

Privilegio di Sottoclasse (Lv 10)

You gain a feature from your Fighter Subclass.

Extra Attack (2) (Lv 11)

At 11th level, you can attack three times whenever you take the Attack action on your turn.

Two Extra Attacks (Lv 11)

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

Indomitable (two uses) (Lv 13)

At 13th level, you can use Indomitable twice between long rests.

Indomabile (Lv 13)

If you fail a saving throw, you can reroll it with a bonus equal to your Fighter level. You must use the new roll, and you can't use this feature again until you finish a Long Rest.

You can use this feature twice before a Long Rest starting at level 13 and three times before a Long Rest starting at level 17.

Studied Attacks (Lv 13)

You study your opponents and learn from each attack you make. If you make an attack roll against a creature and miss, you have Advantage on your next attack roll against that creature before the end of your next turn.

Martial Archetype feature (Lv 15)

At 15th level, you gain a feature granted by your Martial Archetype.

Privilegio di Sottoclasse (Lv 15)

You gain a feature from your Fighter Subclass.

Action Surge (two uses) (Lv 17)

Al 17° livello, puoi usare Impulso d'Azione due volte prima di un riposo, ma solo una volta nello stesso turno.

Indomitable (three uses) (Lv 17)

At 17th level, you can use Indomitable three times between long rests.

Slancio d'Azione (Lv 17)

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.

Indomabile (Lv 17)

If you fail a saving throw, you can reroll it with a bonus equal to your Fighter level. You must use the new roll, and you can't use this feature again until you finish a Long Rest.

You can use this feature twice before a Long Rest starting at level 13 and three times before a Long Rest starting at level 17.

Martial Archetype feature (Lv 18)

At 18th level, you gain a feature granted by your Martial Archetype.

Privilegio di Sottoclasse (Lv 18)

You gain a feature from your Fighter Subclass.

Alert (XPHB 2024)

You gain the following benefits.

Initiative Proficiency. When you roll Initiative, you can add your Proficiency Bonus to the roll.

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

Blind Fighting (XPHB 2024)

You have Blindsight with a range of 10 feet.

Fey Touched (TCE 2024)

Your exposure to the Feywild's magic has changed you, granting you the following benefits:

- You learn the misty step spell and one 1st-level spell of your choice. The 1st-level spell must be from the divination or enchantment school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Great Weapon Fighting (XPHB 2024)

When you roll damage for an attack you make with a Melee weapon that you are holding with two hands, you can treat any 1 or 2 on a damage die as a 3. The weapon must have the Two-Handed or Versatile property to gain this benefit.

Great Weapon Master (XPHB 2024)

You gain the following benefits.

Heavy Weapon Mastery. When you hit a creature with a weapon that has the Heavy property as part of the Attack action on your turn, you can cause the weapon to deal extra damage to the target. The extra damage equals your Proficiency Bonus.

Hew. Immediately after you score a Critical Hit with a Melee weapon or reduce a creature to 0 Hit Points with one, you can make one attack with the same weapon as a Bonus Action.

Mage Slayer (XPHB 2024)

You gain the following benefits.

Concentration Breaker. When you damage a creature that is Concentrating, it has Disadvantage on the saving throw it makes to maintain Concentration.

Guarded Mind. If you fail an Intelligence, a Wisdom, or a Charisma saving throw, you can cause yourself to succeed instead. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

Tough (XPHB 2024)

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

War Caster (XPHB 2024)

You gain the following benefits.

Concentration. You have Advantage on Constitution saving throws that you make to maintain Concentration.

Reactive Spell. When a creature provokes an Opportunity Attack from you by leaving your reach, you can take a Reaction to cast a spell at the creature rather than making an Opportunity Attack. The spell must have a casting time of one action and must target only that creature.

Somatic Components. You can perform the Somatic components of spells even when you have weapons or a Shield in one or both hands.