

3
LEVEL

Name: Xifar Reefa Player: Daniel
Class: Echo Knight
Experience: 900 Next level: 2.700
Background: Faction Agent
Race: Half-orc Size: Medium Height: _____ Weight: _____
Gender: _____ Hair: _____ Eyes: _____ Skin: _____
Age: _____ Alignment: _____ Faith: _____

DUNGEONS & DRAGONS

Abilities

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
17 STR STRENGTH	+3	+5	<input checked="" type="checkbox"/>
10 DEX DEXTERITY	0	0	<input type="checkbox"/>
16 CON CONSTITUTION	+3	+5	<input checked="" type="checkbox"/>
10 INT INTELLIGENCE	0	0	<input type="checkbox"/>
12 WIS WISDOM	+1	+1	<input type="checkbox"/>
9 CHA CHARISMA	-1	-1	<input type="checkbox"/>

Saving Throw Advantages / Disadvantages

Ability Save DC

PROFICIENCY BONUS + 8 + Str 13

Senses

13 Passive Perception
Darkvision 60 ft



Proficiency Bonus

☐ INSPIRATION

Limited Features

FEATURE	MAX USAGES	RECOVERY	USED
Second Wind (1d10+3)	1	SR	
Action Surge	1	SR	1
Unleash Incarnation	3	LR	2
Relentless Endurance	1	LR	

Skills

ADV DIS	BONUS	NAME (ABILITY)	PROF.	EXP.
<input checked="" type="checkbox"/>	0	Acrobatics (DEX)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	Animal Handling (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0	Arcana (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+5	Athletics (STR)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	-1	Deception (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0	History (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+3	Insight (WIS)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	Intimidation (CHA)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0	Investigation (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+3	Medicine (WIS)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0	Nature (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+3	Perception (WIS)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	-1	Performance (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	-1	Persuasion (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0	Religion (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0	Sleight of Hand (DEX)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0	Stealth (DEX)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	Survival (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+3	Martial (WIS)	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Combat

Defense

16 ARMOR BONUS
+ SHIELD BONUS
+ 0 DEXTERITY MOD
+ MAGIC
+ 1 MISC MOD 1
+ MISC MOD 2

Chain Mail
AC DURING REST
RESISTANCE
DEFENSE FIGHTING STYLE
HALF DAMAGE

Initiative 0

DEX 0 + MISC.

SPEED 30 ft
SPEED ENCUMBERED 20 ft

Health

HP 39
MAX HIT POINTS

RECOVER HALF OF YOUR MAXIMUM HIT DICE AFTER A LONG REST.

HIT DICE
LEVEL DIE CON USED

WOUNDS

TEMPORARY HP

DEATH SAVING THROWS

Attacks

WEAPON / DESCRIPTION	PROF. ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Greataxe	✓ Str	Melee	+5	1d12+3	Slashing
Heavy, two-handed; 1d12 extra on a crit in melee					
Halberd	✓ Str	Melee	+5	1d10+3	Slashing
Heavy, reach, two-handed; 1d10 extra on a crit in melee					
Light Crossbow	✓ Dex	80/320 ft	+2	1d8	Piercing
Ammunition, loading, two-handed					
TYPE Bolts	TOTAL 20				
AMMUNITION					

Actions

MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN.

Attack / Cast a Spell

Dash / Disengage / Dodge

Escape Grapple / Help / Hide

Ready / Search / Use Object

Overrun / Tumble (or as bonus action)

As 1 attack: Disarm / Grapple / Shove

BONUS ACTIONS

Second Wind

Manifest Echo (summon/dismiss)

Swap Location with Echo

REACTIONS

Opportunity Attack

Made by Joost Wijnen (unpubb@laplan.com). Graphics by Javier Aumente (jauante@gmail.com). D&D logos, Dragon Heads © Wizards of the Coast.

MorePurpleMoreBetter's D&D 5th edition Character Record Sheet v3.0.7-beta3-210706 (Colorful - A4)



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This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on its right side, suggesting it's resting on a surface.



