

DUNGEONS & DRAGONS

ZAZU

CHARACTER NAME

Sighter 1
CLASS & LEVEL
goliath
RACE

Sarwarder
BACKGROUND
CG
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

17

+3

DEXTERITY

13

+1

CONSTITUTION

15

+2

INTELLIGENCE

10

+0

WISDOM

8

-1

CHARISMA

12

+1

INSPIRATION

+2

PROFICIENCY BONUS

- ~~+5~~ Strength
- ~~—~~ Dexterity
- ~~+4~~ Constitution
- ~~—~~ Intelligence
- ~~—~~ Wisdom
- ~~—~~ Charisma

SAVING THROWS

- ~~+3~~ Acrobatics (Dex)
- ~~—~~ Animal Handling (Wis)
- ~~—~~ Arcana (Int)
- ~~+4~~ Athletics (Str)
- ~~—~~ Deception (Cha)
- ~~—~~ History (Int)
- ~~+1~~ Insight (Wis)
- ~~—~~ Intimidation (Cha)
- ~~—~~ Investigation (Int)
- ~~—~~ Medicine (Wis)
- ~~—~~ Nature (Int)
- ~~+1~~ Perception (Wis)
- ~~—~~ Performance (Cha)
- ~~—~~ Persuasion (Cha)
- ~~—~~ Religion (Int)
- ~~—~~ Sleight of Hand (Dex)
- ~~—~~ Stealth (Dex)
- ~~+1~~ Survival (Wis)

SKILLS

18

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 12
12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME: long sword +3 1d8 slash
light crossbow +3 1d8 piercing

ATTACKS & SPELLCASTING

fighting style
dualing +2 to weapon damage
with one weapon in hand

second wind on turn?
can gain 1d10 + con constitution
modifier hit points once
can do it again after long
or short rest

stone endurance
on reaction 1d12 + con mod
to reduce damage
once per longer short rest

13

PASSIVE WISDOM (PERCEPTION)

common, giant, dwarfish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

PP

chain mail, shield
20 bolts
dwarven pack

EQUIPMENT

FEATURES & TRAITS