

Emerence



5th Edition SRD

Player: Blake

Male half-orc fighter 6 - CR 2

Neutral Good Humanoid; Deity: **Dio**; Background: **Soldier**;

Age: **34**; Height: **6' 4"**; Weight: **300lb.**; Eyes: **Red**; Hair:

Green; Skin: **Green**

Ability	Score	Modifier	Saving Throw
STR STRENGTH	20	+5	+8
DEX DEXTERITY	12	+1	+1
CON CONSTITUTION	16	+3	+6
INT INTELLIGENCE	8	-1	-1
WIS WISDOM	14	+2	+2
CHA CHARISMA	8	-1	-1

AC 16 **Initiative** +1 **Speed** 30 ft

Proficiency +3 **Inspiration**

HP 78 **HD** 6d10 **Death Saves**

Damage / Current HP	HD Used	Success/Fail

Number of Attacks 2

Crossbow, light

Ranged, both hands: **+4, 1d8+1** Rng: 80 ft./320 ft.
piercing Ammunition,
Loading, Two-
Handed

Longsword

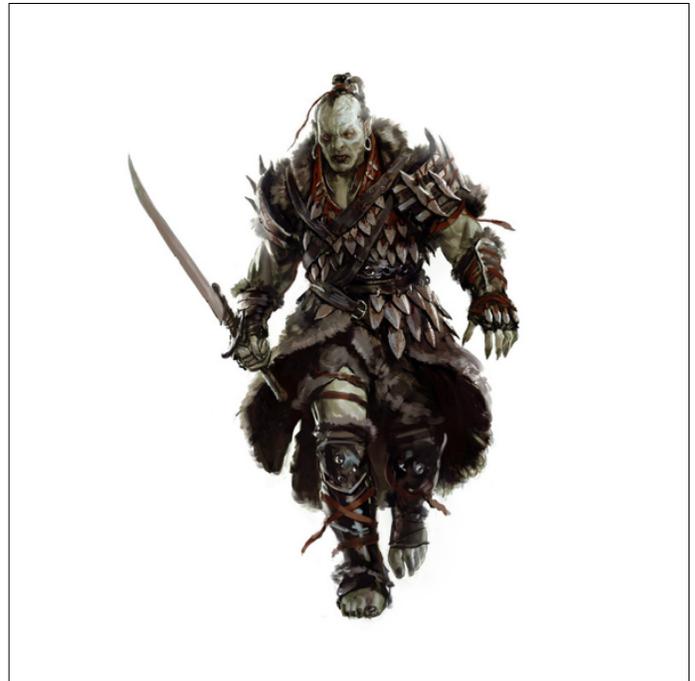
Main hand: **+8, 1d8+5** slashing Versatile
Both hands: **+8, 1d10+5** slashing
Offhand: **+8, 1d8** slashing

Scimitar

Main hand: **+8, 1d6+5** slashing Finesse, Light
Offhand: **+8, 1d6+5** slashing

+1 Breastplate

+5



Skill Name	Total	Ability	Prof	Temp
Acrobatics	+1	DEX (1)	-	
Animal Handling	+2	WIS (2)	-	
Arcana	-1	INT (-1)	-	
Athletics	+8	STR (5)	+3	
Deception	-1	CHA (-1)	-	
History	-1	INT (-1)	-	
Insight	+2	WIS (2)	-	
Intimidation	+2	CHA (-1)	+3	
Investigation	-1	INT (-1)	-	
Medicine	+2	WIS (2)	-	
Nature	-1	INT (-1)	-	
Perception	+5	WIS (2)	+3	
Performance	-1	CHA (-1)	-	
Persuasion	-1	CHA (-1)	-	
Religion	-1	INT (-1)	-	
Sleight of Hand	+1	DEX (1)	-	
Stealth	+1	DEX (1)	-	
Survival	+5	WIS (2)	+3	

Passive Perception: 15

Other Proficiencies:

Tools: Brewer's supplies; Dice set; Land vehicles

Weapons: Martial weapons; Simple weapons

Armor: Heavy armor; Light armor; Medium armor; Shields

Gear

**Total Weight Carried: 11/300 lbs.,
(Maximum: 300 lbs)**

+1 Breastplate	20 lbs
Crossbow, light	5 lbs
Longsword	3 lbs
Scimitar	3 lbs

Special Abilities

Action Surge (1/short rest)

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Battle Master (Strength, DC 16)

Fighters adopting the archetype of Battle Master use martial methods taught by previous generations of warriors. Conflict is an academic discipline, oftentimes, including subjects beyond the battlefield such as crafting weapons and calligraphy.

Darkvision (60 feet)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly

Extra Attack

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

Menacing Attack (DC 16)

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is

Military Rank

You have a military rank from your career as a soldier, those soldiers loyal to your former service still regard you as an authority, and treat you as if they are of lower rank. You can use this rank to have influence over other soldiers so that you can

Precision Attack

When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

Relentless Endurance (1/long rest)

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Riposte

When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

Savage Attacks

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Second Wind (recover 1d10+6 hp, 1/short rest)

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

Student of War

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

Superiority Dice (1d8, 4/short rest)

You have four d8 dice which is expended once used. After a short or long rest you gain back all your dice. The number of dice increases by 1 at 7th level and 15th level.

Tracked Resources

Action Surge (1/short rest)	<input type="checkbox"/>
Inspiration	<input type="checkbox"/>
Relentless Endurance (1/long rest)	<input type="checkbox"/>
Second Wind (recover 1d10+6 hp, 1/short rest)	<input type="checkbox"/>
Superiority Dice (1d8, 4/short rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Experience & Wealth

Experience Points: 5/6

Current Cash: **You have no money!**

Role Playing

Personality Trait: Humor - I have a sick sense of humor.

Personality Trait: Stare down - I can stare down the greatest threat without flinching.

Ideal: Nation - All that matters to me is my city, nation or people. (Any)

Bond: Served with - I served with people who I would still lay down my life for.

Flaw: Enemy - We faced a monstrous enemy that still leaves me quaking with fear.

: Infantry - Infantry

Languages

Common

Orc

Emergence – Abilities & Gear

Darkvision (60 feet)

Racial Ability, Senses (Half-Orc)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Military Rank

Unknown

You have a military rank from your career as a soldier, those soldiers loyal to your former service still regard you as an authority, and treat you as if they are of lower rank. You can use this rank to have influence over other soldiers so that you can get some simple equipment or a mount for temporary use. You can also get access to friendly military encampments and forts where you are recognized.

Relentless Endurance (1/long rest) Racial Ability (Half-Orc)

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks

Racial Ability (Half-Orc)

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Action Surge (1/short rest)

Class Ability (Fighter)

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Battle Master (Strength, DC 16) Class Ability (Fighter)

Fighters adopting the archetype of Battle Master use martial methods taught by previous generations of warriors. Conflict is an academic discipline, oftentimes, including subjects beyond the battlefield such as crafting weapons and calligraphy. Not every fighter acquires the instructions of history, suppositions, and creativity cast in the Battle Master archetype, but those who do are balanced fighters of immense expertise and understanding.

Combat Superiority

Upon selecting this archetype at 3rd level, you learn maneuvers that are powered by dice called superiority dice.

Maneuvers. You learn three maneuvers of your choice, which are detailed under "Maneuvers" below.

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. The Battlemaster has four superiority dice, which are d8s. A superiority die is expended when used. 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 save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Extra Attack

Class Ability (Fighter)

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.

Menacing Attack (DC 16)

Class Ability (Fighter)

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Precision Attack

Class Ability (Fighter)

When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

Riposte

Class Ability (Fighter)

When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

Second Wind (recover 1d10+6 hp, 1/short rest) Class Ability (Fighter)

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Student of War

Class Ability (Fighter)

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Superiority Dice (1d8, 4/short rest) Class Ability (Fighter)

You have four d8 dice which is expended once used. After a short or long rest you gain back all your dice. The number of dice increases by 1 at 7th level and 15th level.