

Wonderland

A Fantasy Role-Playing Setting

Character Name

Player Name

Human, Fighter (Battle Master), 3

Ancestry, Class (Subclass), Level

Entertainer

Background

950

Experience

STR
+3
16

DEX
+2
14

CON
+2
15

INT
-1
9

WIS
+1
13

CHA
+0
11

PROFICIENCY BONUS
+2

Saving Throws

+5 Strength*
+2 Dexterity
+4 Constitution*
-1 Intelligence
+1 Wisdom
+0 Charisma
**prof. bonus added*

Skills

+4 Acrobatics*
+1 Animal Handling
-1 Arcana
+5 Athletics*
+0 Deception
-1 History
+1 Insight
+0 Intimidation
-1 Investigation
+1 Medicine
-1 Nature
+1 Perception
+2 Performance*
+0 Persuasion
-1 Religion
+2 Sleight of Hand
+2 Stealth
+3 Survival*
**prof. bonus added*

PASSIVE WISDOM
11

ARMOR
16
Chain Mail

HP
28
HD 3D10

INITIATIVE
+2

SPEED
30ft

LANGUAGES Common
ALIGNMENT Neutral Good
SIZE Medium

ACTION

- **Two-Handed Greataxe** melee, +5 to hit, 1D12+3
- **Javelin** ranged, +5 to hit, 1D6+3

CLASS FEATURE

- **Great Weapon Fighting** Reroll any 1s or 2s on weapon attacks using two-handed weapons
- **Second Wind** (1/short or long rest)
 - Use bonus action to regain 1D10+3
- **Action Surge** (1/short)
 - Use bonus action to take 1 additional action
- **Great Weapon Fighting** Reroll any 1s or 2s on weapon attacks using two-handed weapons
- **Combat Superiority**
 - Four 1D8 Superiority Dice per short or long Rest
 - Maneuver SAVE DC13
 - **MANEUVERS**
 - **Feinting Attack** 1 Superiority Dice to use bonus action to gain advantage on attack +1D8 to damage
 - **Riposte** 1 Superiority Dice to attack target if their attack misses +1D8 to damage
 - **Sweeping Attack** 1 Superiority Dice to damage target beside first target if attack would hit and +1D8 damage

BACKGROUND FEATURE

- **By Popular Demand**

PROFICIENCIES

- **Armor** light armor, medium armor, heavy armor, shields
- **Weapons** simple, martial
- **Tools** disguise kit, musical instrument (slide whistle)

SIDE SPLITTER

Sometimes your story is written before you get a chance to read the first page. Your size and strength meant you were always going to work with your hands. Whether it's felling a tree or a monster, it's easy but not what brings you joy.

For as long as you can remember, you've loved making people laugh. Your jokes can be divisive but you know the right audience is out there somewhere.

PERSONALITY TRAIT

Boisterous and sociable, you're quick to jump into a conversation no matter the environment, situation, or topic.

IDEAL

Honesty. The funniest comedy comes from truth.

BOND

You wield your father's axe and protect it as the only remaining piece of him.

FLAW

You can't pass up a chance to tell joke.

NOTES

EQUIPMENT

- **Carrying** chain mail armor, greataxe, javelin, smith's tools (anvil, hammers, tongs, etc.), belt pouch, set of common clothes, set of costume clothes, a musical instrument, notebook full of jokes
- **Coins & Gems** 13 gold pieces (GP), 3 gems (each worth 10 GP)