

## Shinobu (Endurance)

### Dragonborn Fighter 5 - CR 2

Chaotic Good Humanoid; Deity: **San**; Background: **Soldier**;  
Age: **26**; Height: **6' 6"**; Weight: **200lb**.

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	<b>18</b>	<b>+4</b>	<b>+7</b>
<b>DEX</b> DEXTERITY	<b>12</b>	<b>+1</b>	<b>+1</b>
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	<b>+5</b>
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	<b>+0</b>
<b>WIS</b> WISDOM	<b>13</b>	<b>+1</b>	<b>+1</b>
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	<b>+0</b>

**AC** **17** **Initiative** **+1** **Speed** **30 ft**

**Proficiency** **+3** **Inspiration**

**HP** **60** **HD** **5d10** **Death Saves**

Damage / Current HP	HD Used	Success/Fail

**Number of Attacks** **2**

#### +1 Greatsword

Both hands: **+8, 2d6+5 slashing** Heavy, Two-Handed

#### Longbow

Ranged, both hands: **+4, 1d8+1** Rng: 150 ft./600 ft.  
**piercing** Ammunition, Heavy, Two-Handed

#### Unarmed strike

Main hand: **+7, 5 bludgeoning**

#### +1 Chain Mail

**+7**

Stealth Disadvantage



5<sup>th</sup> Edition SRD



Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+1</b>	DEX (1)	-	
<b>Animal Handling</b>	<b>+1</b>	WIS (1)	-	
<b>Arcana</b>	<b>+0</b>	INT (0)	-	
<b>Athletics</b>	<b>+4</b>	STR (4)	-	
<b>Deception</b>	<b>+0</b>	CHA (0)	-	
<b>History</b>	<b>+0</b>	INT (0)	-	
<b>Insight</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidation</b>	<b>+0</b>	CHA (0)	-	
<b>Investigation</b>	<b>+0</b>	INT (0)	-	
<b>Medicine</b>	<b>+1</b>	WIS (1)	-	
<b>Nature</b>	<b>+0</b>	INT (0)	-	
<b>Perception</b>	<b>+1</b>	WIS (1)	-	
<b>Performance</b>	<b>+0</b>	CHA (0)	-	
<b>Persuasion</b>	<b>+0</b>	CHA (0)	-	
<b>Religion</b>	<b>+0</b>	INT (0)	-	
<b>Sleight of Hand</b>	<b>+1</b>	DEX (1)	-	
<b>Stealth</b>	<b>+1</b>	DEX (1)	-	
<small>+1 Chain Mail: Disadvantage from armor worn</small>				
<b>Survival</b>	<b>+1</b>	WIS (1)	-	

**Passive Perception: 11**

#### Other Proficiencies:

**Tools:** Land vehicles (+3)

**Weapons:** Martial weapons; Simple weapons

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

**Damage Resistances** fire

## Gear

**Total Weight Carried: 125.5 lbs,  
(Maximum: 270 lbs)**

+1 Chain Mail	55 lbs
+1 Greatsword	6 lbs
Arrows x20	1 lb (20 @0.05 lbs)
Backpack (empty)	5 lbs
Crowbar	5 lbs
Hammer	3 lbs
Longbow	2 lbs
Piton x10	2.5 lbs (10 @0.25 lb)
Rations x10	20 lbs (10 @2 lbs)
Rope, hempen (50 feet)	10 lbs
Tinderbox	1 lb
Torch x10	10 lbs (10 @1 lb)
Waterskin	5 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.

### Breath Weapon (2d6 Fire, 15 ft. cone, Dex save, 1/short)

You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

### Damage Resistance (Fire)

You have resistance to the damage type associated with your draconic ancestry.

### Draconic Ancestry: Gold

**Damage Type:** Fire

**Breath Weapon:** 15 ft. cone (Dex. save)

### Extra Attack

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

### Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-

### Improved Critical

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

### 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

### Second Wind (recover 1d10+5 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

## Tracked Resources

Action Surge (1/short rest) ☐

Arrows ☐☐☐☐☐☐ ☐☐☐☐☐☐

Breath Weapon (2d6 Fire, 15 ft. cone, Dex save, 1/short rest, DC 13) ☐

Rations ☐☐☐☐☐☐ ☐☐☐☐☐

Second Wind (recover 1d10+5 hp, 1/short rest) ☐

Torch ☐☐☐☐☐☐ ☐☐☐☐☐

## Languages

Common

Draconic

## Experience & Wealth

Experience Points: 4/5

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

## Role Playing

**Personality Trait:** Experience - My military experience has left me full of inspiring and cautionary tales that are relevant to almost every combat situation.

**Personality Trait:** Strong - I enjoy my strength and showing it off by breaking things.

**Ideal:** Might - The stronger forces win in war and in life. (Evil)

**Bond:** Saved - My life was saved on the battlefield by someone. As a result I will never leave a mate behind.

**Flaw:** Mistake - I will do anything to keep my personal secret. I made a terrible mistake in a battle that cost the lives of many people.

: Officer - Officer

## Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

## Shinobu (Endurance) – Abilities & Gear

### **Breath Weapon (2d6 Fire, 15 ft. cone, Dex save, 1/s)** **Racial Ability**

You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

### **Damage Resistance (Fire)** **Racial Ability**

You have resistance to the damage type associated with your draconic ancestry.

### **Draconic Ancestry: Gold** **Racial Ability**

**Damage Type:** Fire

**Beath Weapon:** 15 ft. cone (Dex. save)

### **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.

### **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.

### **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.

### **Great Weapon Fighting** **Class Ability (Fighter,Paladin)**

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

### **Improved Critical** **Class Ability (Fighter)**

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

### **Second Wind (recover 1d10+5 hp, 1/short r** **Class Ability (Fighter)**

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.