

LÁN FRANKLIN

CG male dragonborn fighter (eldritch knight) 11



Backgrounds: [City Watch](#) (police academy), Project Keberos Field Operative

Age: 27

Height: 6' 2"

Weight: 210 lbs

Ideal: **Responsibility.** I do what I must and obey just authority.

Bond: I'll never leave a friend behind.

Flaw: I've done things I'm not proud of, and I will keep those things secret.

11th Level

Strength 20 (+5)
Dexterity 10
Constitution 14 (+2)
Intelligence 15 (+2)
Wisdom 12 (+1)
Charisma 8 (-1)

AC: 21 (19 +1 *plate armor*, +1 *defender style*, +1 *cloak of protection*)
HD: 13d10
HP: 108
Resistance: Lightning (fire w/*frost brand*)
Speed: 30' (25' in armor)
Proficiency: +4

Melee Attack: Greatsword +9 (2d6+5 plus 1d6 cold)
Melee Attack: Greatsword +4 (2d6+15 plus 1d6 cold)
Ranged Attack: Javelin +9 (1d6+5) range 30/120
Spell Save DC: 14
Cantrips: *Blade Ward, Booming Blade, Light, Toll the Dead*
Spell Slots: 4/3
Spells Known: 1st: [Absorb Elements](#), *Burning Hands, Shield*,
2nd: *Arcane Lock, Blur, Hold Person, Shatter, [Warding Wind](#)*,

Saving Throws

- Strength
- Constitution (advantage on maintaining concentration)

Languages

- English
- Chinese (simplified)
- Spanish
- Common
- Draconic
- Elven

Proficiencies

- All armor and shields
- Simple and martial weapons
- Vehicles (land, water)

Skills

- Arcana +6
- +Athletics +13+
- History +7
- Insight +5
- Investigate +7
- Perception +5
- Survival +5

Feats

- Great Weapon Master (free attack on a crit/reduce enemy to 0 hp; can power attack)
- War Caster

Traits

- Dragon breath (5' x 30' line of lightning, 4d6 damage, Dex DC 14 half)
- Resistance to lightning

Features

- **Watcher's Eye:** Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.
- **Fighting Style:** Defender (+1 AC when wearing armor)
- **Second Wind:** Regain 1d10+11 hp as a bonus action (short rest)
- **Action Surge:** Take one extra action (short rest)
- **Weapon Bond:** Can't be disarmed; can summon weapon as a bonus action.
- **Extra Attack:** Make three attacks when using the attack action.
- **War Magic:** When using an action to cast a cantrip, make a weapon attack as a bonus action.
- **Indomitable:** Reroll a failed save (long rest)
- **Eldritch Strike:** When hitting a creature with a weapon attack, the target has disadvantage on its save vs the next spell you cast on it before the end of your next turn.

Gear

- *Frost brand greatsword, "America" <A>*
- *+1 plate armor*
- *Cloak of protection <A>*
- *Goggles of night*
- *Winged boots <A>*
- Javelins (5)

- *Wand of pyrotechnics*
- *Pole of collapsing*
- Project-issued smartphone
- Normal clothes
- Fancy hat
- Project Kerberos uniform
- Backpack
- Bedroll
- Rations (5 days)
- Rope, silk (100')



3rd Level

Strength 17 (+3)
Dexterity 10
Constitution 14 (+2)
Intelligence 14 (+2)
Wisdom 12 (+1)
Charisma 8 (-1)

AC: 20 (18 plate armor, +1 defender style, +1 *cloak of protection*)
HD: 13d10
HP: 108
Speed: 30' (25' in armor)
Proficiency: +4

Melee Attack: Greatsword +7 (2d6+3)
Melee Attack: Greatsword +2 (2d6+13)
Ranged Attack: Javelin +7 (1d6+3) range 30/120
Spell Save DC: 14
Cantrips: *Blade Ward, Booming Blade, Light*
Spell Slots: 2
Spells Known: [Absorb Elements](#), *Burning Hands, Shield*

Saving Throws

- Strength +7
- Constitution +6

Languages

- English
- Chinese (simplified)
- Spanish
- Common
- Draconic
- Elven

Proficiencies

- All armor and shields
- Simple and martial weapons
- Vehicles (land, water)

Skills

- Arcana +6
- +Athletics +11+
- History +6
- Insight +5
- Investigate +6
- Perception +5
- Survival +5

Feats

- Great Weapon Master (free attack on a crit/reduce enemy to 0 hp; can power attack)

Traits

- Dragon breath (5' x 30' line of lightning, 2d6 damage, Dex DC 14 half)
- Resistance to lightning

Features

- **Watcher's Eye:** Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.
- **Fighting Style:** Defender (+1 AC when wearing armor)
- **Second Wind:** Regain 1d10+3 hp as a bonus action (short rest)
- **Action Surge:** Take one extra action (short rest)
- **Weapon Bond:** Can't be disarmed; can summon weapon as a bonus action.