

Adrik Thornmallet

CHARACTER NAME

Fighter 1

CLASS & LEVEL

Hill Dwarf

RACE

Noble

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

15

+2

DEXTERITY

8

-1

CONSTITUTION

12

+1

INTELLIGENCE

12

+1

WISDOM

14

+2

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- +4 Strength
- 1 Dexterity
- +3 Constitution
- +1 Intelligence
- +2 Wisdom
- +2 Charisma

SAVING THROWS

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

SKILLS

15

ARMOR CLASS

-1

INITIATIVE

25ft

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

My eloquent flattery makes everyone I talk to feel like the most important person in the world. Despite my noble birth, I do not place myself above other folk. We all have the same blood

PERSONALITY TRAITS

Independence: I must prove that I can handle myself without the coddling of my family.

IDEALS

The common folk must see me as a member of the common people.

BONDS

By my words and actions, I often bring shame to my family.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Mace +4 1d6+2

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Weapons: All weapons, all armour, all shields

Languages: Common, Dwarfish

Tools: mason's tools, Dragonchess set

OTHER PROFICIENCIES & LANGUAGES

- CP Mace
- SP Ring Mail
- EP Fine clothes
- EP Signet ring
- EP Scroll of pedigree
- CP 135 Explorer's Pack
- PP (backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days' rations, waterskin, 50ft. hempen rope)

EQUIPMENT

Darkvision: Can see 60ft in dim light as though it was bright light, and in darkness as though it was dim light.

Dwarven Resilience: Advantage on saving throws vs. poison, and resistance against poison damage.

Tool Proficiency: proficient with mason's tools.

Stonecunning: add double your proficiency bonus to any History check related to the origin of stonework.

Dwarven Combat Training: Proficiency with Battleaxe, handaxe, warhammer, throwing hammer

Dwarven Toughness: Gain one extra hit point per level.

Fighting Style, Defense: Gain +1 to AC while wearing armour.

Second Wind: You can use a bonus action on your turn to regain 1d10+ your level hit points. You must take a short or long rest after using this feature to regain it.

Rustic Hospitality: You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them.

FEATURES & TRAITS



Adrik Thornmallet

CHARACTER NAME

20

AGE

Violet

EYES

3'11"

HEIGHT

Tanned

SKIN

132lbs

WEIGHT

Grey

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE