

FIGHTER

LEVEL 1 CHARACTER PROFILE



Name

Species: Dwarf

Age: 47 years

Background: Criminal

Chaotic Good: Doing the right thing is all that counts.

“ Have I ever told you about the time I took on a whole squadron of town guards? ”

Character Stats

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

16

12

16

10

9

12

+3

+1

+3

+0

-1

+1

Total HP

Current HP

Armour Class

Speed

Initiative

14

18

25 ft

+1

Hit Die: d10

Total: 1

Used:

+2

Proficiency Bonus

Inspiration:



STR

DEX

CON

+5

+1

+5

INT

WIS

CHA

+0

-1

+1

Saving Throws

Passive Perception (WIS)

9

Passive Investigation (INT)

10

Passive Insight (WIS)

9

Darkvision

60 ft

Advantage: Poison

Resistance: Poison

Death Saving Throws



Character Skills

Prof.	Mod.	Skill	Bonus
◇	DEX	Acrobatics	+1
◇	WIS	Animal Handling	-1
◇	INT	Arcana	+0
◆	STR	Athletics	+5
◆	CHA	Deception	+3
◇	INT	History	+0
◇	WIS	Insight	-1
◆	CHA	Intimidation	+3
◇	INT	Investigation	+0
◇	WIS	Medicine	-1
◇	INT	Nature	+0
◇	WIS	Perception	-1
◇	CHA	Performance	+1
◇	CHA	Persuasion	+1
◇	INT	Religion	+0
◇	DEX	Sleight of Hand	+1
◆	DEX	Stealth	+3
◇	WIS	Survival	-1
◇	_____	_____	_____
◇	_____	_____	_____
◇	_____	_____	_____
◇	_____	_____	_____

Proficiencies

Weapons:

Martial weapons, simple weapons.

Armour:

Light armour, medium armour, heavy armour, shields.

Tools:

Brewer's supplies, thieves' tools, vehicles (land).

Other:

Languages

You can speak, read and write **Common** and **Dwarvish**.

Personality

I believe in celebrating my victories, and sometimes exaggerating them. I can be provoked into action if people question my strengths or abilities.

Ideals

Redemption. I believe everyone should be given a second chance, like the one I have enjoyed.

Bonds

I know I have done wrong in the past, so am dedicated to trying to make up for it now.

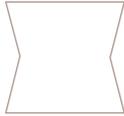
Flaws

In the heat of battle, I don't always remember the plan of action. Even if I do, I usually ignore it anyway.

Currency



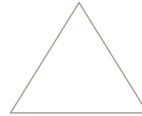
Platinum



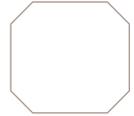
Gold



Electrum



Silver

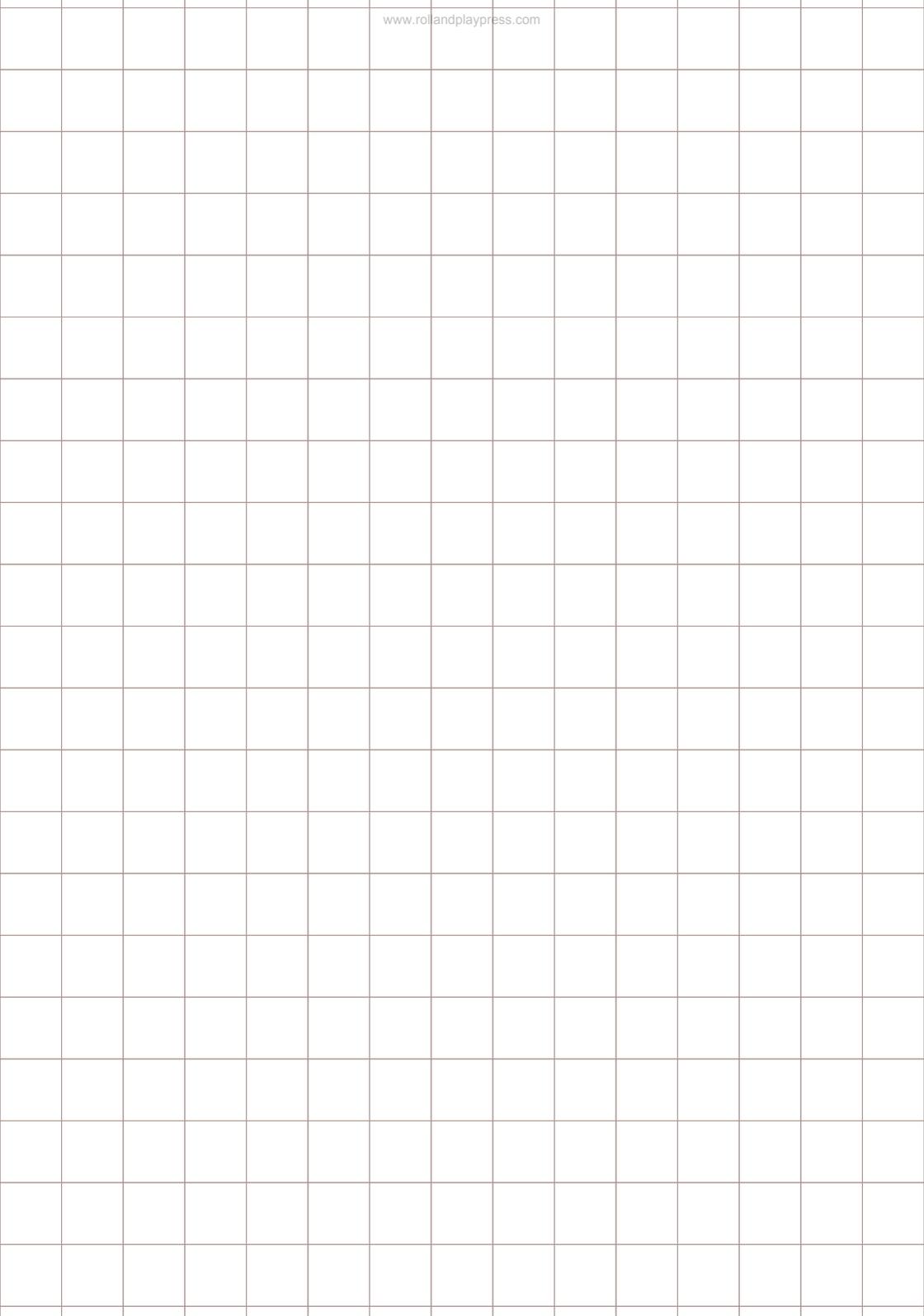


Copper

Coin Type	Copper	Silver	Electrum	Gold	Platinum
Copper	1	1/10	1/50	1/100	1/1000
Silver	10	1	1/5	1/10	1/100
Electrum	50	5	1	1/2	1/20
Gold	100	10	2	1	1/10
Platinum	1000	100	20	10	1

Equipment

Name	Quantity	Weight
Shield	1	6 lb
Chain mail	1	55 lb
Longsword	1	3 lb
Handaxe	3	6 lb
Commoner's clothes	1	3 lb
Crowbar	1	5 lb
Hammer	1	3 lb
Piton	10	2.5 lb
Rations (1 day)	10	20 lb
Hemp rope (50 ft)	1	10 lb
Tinderbox	1	1 lb
Torch	6	6 lb



Exhaustion

1 

Disadvantage on
all ability checks

2 

Movement speed
reduced by half

3 

Disadvantage on
attack rolls and
saving throws

4 

Hit point maximum
reduced by half

5 

Movement speed
reduced to zero

6 

Death

Experience

Level

Current Experience

Experience Needed



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