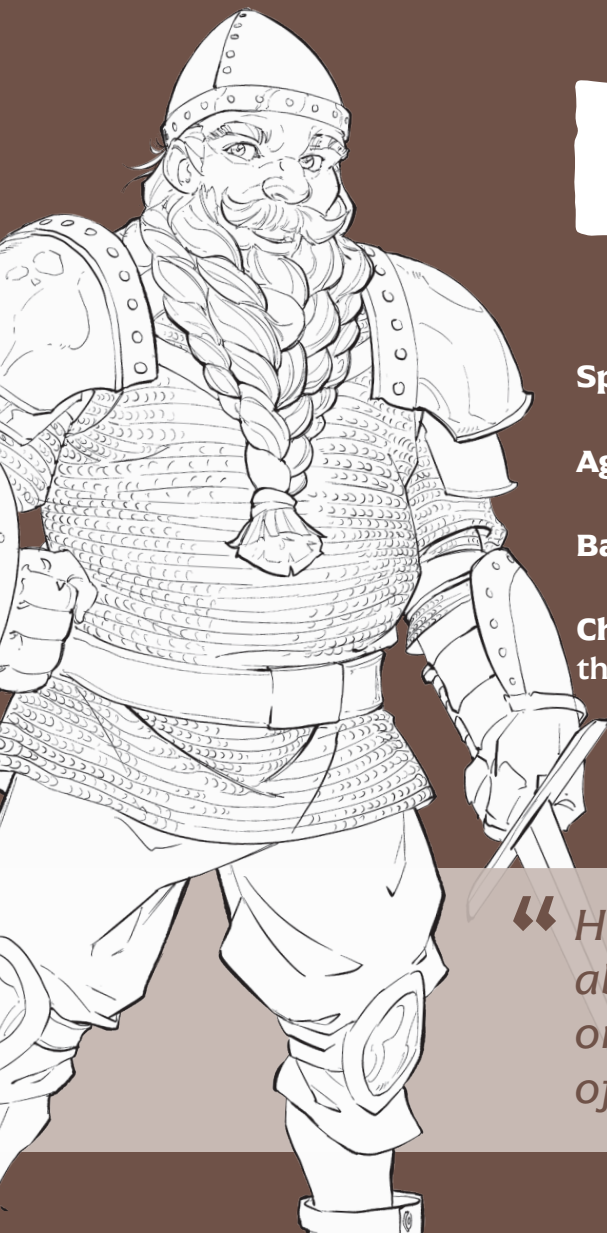


FIGHTER

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

16

+3

Dexterity

12

+1

Constitution

16

+3

Intelligence

10

+0

Wisdom

9

-1

Charisma

12

+1

Total HP

14

Current HP

Armour Class

18

Speed

25 ft

Initiative

+1

Hit Die: d10

Total: 1

Used:

+2

Proficiency Bonus

Inspiration: 

STR

+5

DEX

+1

CON

+5

INT

+0

WIS

-1

CHA

+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.

Action List

- ## Weapon Attacks

Notes

This image shows a single sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Class Features

Protective Fighting: If a creature you can see attacks a target other than you within 5 ft, and you are wielding a shield, you can use your reaction to impose disadvantage on the attack roll.

Second Wind: Once per short rest, you can use a bonus action to regain 1d10 + 1 HP.

Species and Background

Ability Score Increase: Your Constitution score increased by 2 and your Strength score increased by 1.

Age: Dwarves mature at the same rate as humans, but they're seen as young until the age of 50. They live for around 350 years.

Size: Your size is Medium.

Poison Resilience: You have advantage on saves against poison and resistance against poison damage.

Stonecunning: When you make a History check related to the origin of stonework,

you are considered proficient in the History skill and add double your proficiency bonus to the check.

Hill Dwarven Toughness: Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Criminal Contact: You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

My cousins and I grew up in a city where a gang called the Bronze Hammers had significant influence. Joining the gang was the obvious path for someone with my fighting abilities, and tendency for getting into trouble. I was initially hired to watch

My departure made the gang furious, but I remain convinced in my decision to seek out more honourable ways to use my talents.

Physical Appearance



- I have collected my mismatched armour over many years.

Notable Relationships

Friselde Johansson: An old ally in the gang, who felt personally betrayed when I left without saying goodbye.

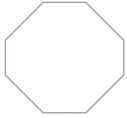
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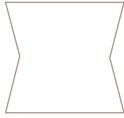
Outstanding Debts

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Currency



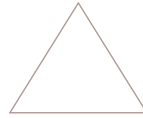
Platinum



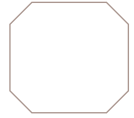
Gold



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

Equipment

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Ammo Counter

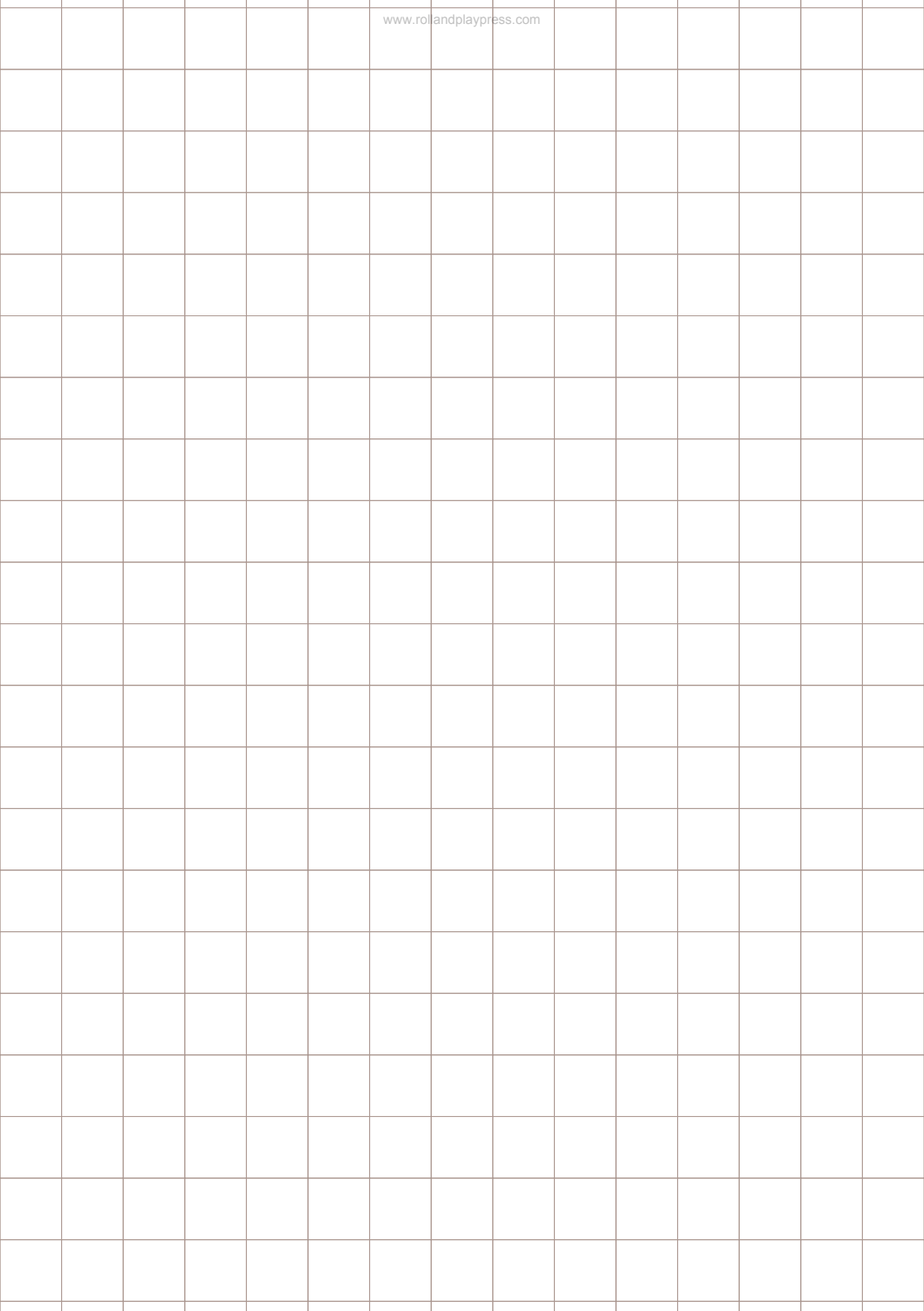
Attuned Items

Footnotes:

Footnotes:

Footnotes:

Footnotes:



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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