

DUNGEONS & DRAGONS®

CHARACTER NAME

fighter 1
CLASS & LEVEL
half-orc
RACE

blacksmith
BACKGROUND
LG
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+4

19

DEXTERITY

+2

14

CONSTITUTION

+3

16

INTELLIGENCE

+1

12

WISDOM

+1

12

CHARISMA

+0

11

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +6 Strength
- ☐ Dexterity
- ☒ +5 Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☒ +6 Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☒ +3 Insight (Wis)
- ☒ +2 Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☒ +2 Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☒ +3 Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

armor: all weapons: all

languages: Common, Orc.

OTHER PROFICIENCIES & LANGUAGES

18

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

greataxe +6 1d12+4 slashing
light crossbow +4 1d8+2 piercing
longsword +6 1d8+4 slash (1d10+4) slash

crossbow range 80/320

Bolts: 20

ATTACKS & SPELLCASTING

- chain mail
- greataxe
- light crossbow
- 20 bolts
- longsword

EQUIPMENT

I always want to know how things work and what makes people tick.

PERSONALITY TRAITS

Community: It is the duty of civilized people to strengthen the security of civilization & the bonds of IDEALS community.

I owe my guild a great debt for giving me a chance to be part of society.

BONDS

I'm ashamed of my orc heritage and idolize the society of the civilized races.

FLAWS

Dark vision.

Relentless Endurance. when reduced to 0 HP but not killed, you can go to 1 HP. Once per day

Savage Attack: on a critical hit, get one more extra damage die

Fighting style: Great weapons
reroll 1 or 2 on damage w/ 2-handed weapon

Second Wind: use a bonus action to regain 1d10+LVL HP (once between rests)

Guild Membership: Blacksmiths' Guild of Waterdeep

FEATURES & TRAITS



CHARACTER NAME

AGE
20

HEIGHT
6'5"

WEIGHT
250 lbs.

EYES
gray

SKIN
gray

HAIR
black

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

I am a blacksmith from Waterdeep, a large city where the progressive blacksmiths' guild saw past my ore heritage and gave me an entry into civilized society. I idolize the law & order of civilized races and despise the chaotic ways of my ore ancestors. I am extremely eager to prove myself worthy of acceptance among the civilized races, and deeply hurt and shamed when my appearance causes others to reject me. Although fearful to leave Waterdeep on my own, I have traveled to Oakhurst in search of a fabled magical apple, in hopes of curing my brother who lies catatonic from a mysterious ailment which no one has been able to identify or cure.