

Edric Ironhand

CHARACTER NAME

Fighter level 1

CLASS & LEVEL

Hill Dwarf

RACE

Soldier

BACKGROUND

NG

ALIGNMENT

Julian Lukert

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

15

+2

DEXTERITY

10

+0

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

13

+1

CHARISMA

7

-2

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +4 Strength
- ☐ +0 Dexterity
- ☒ +4 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☐ -2 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ -2 Deception (Cha)
- ☒ +3 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +0 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ -2 Performance (Cha)
- ☐ -2 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☒ +3 Survival (Wis)

SKILLS

19

ARMOR CLASS

+0

INITIATIVE

25 ft.

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

Darkvision

Dwarven Resilience
(Advantage vs. Poison saves,
Resistance vs. Poison
damage)

Stonecunning (Proficient in
Intelligence (History) checks
related to stonework)

Dwarven Toughness (+1
HP/level)

Second Wind

Fighting Style: Defense (+1 to
AC wearing armor)

Military Rank (mercenary
captain)

FEATURES & TRAITS

11

PASSIVE WISDOM (PERCEPTION)

All armor, all shields
All weapons
Gaming Set (jousting snails)
Smith's Tools
Land Vehicle (donkey cart)

Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

5

10 days' rations

SP

2

EP

GP

40

PP

Carry Weight:
75/150/225

EQUIPMENT



Edric Ironhand

CHARACTER NAME

105

AGE

Blue

EYES

4'6"

HEIGHT

Ruddy

SKIN

190

WEIGHT

Red

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Naked Weight: 190 lbs.

Combat Kit Weight (incl. potion of healing and healer's kit): 74 lbs.

Pack Weight (incl. waterskin and 1 day's rations): 133.5 lbs.

Total Combat Weight: 264 lbs.

Total Inventory Weight: 207.5 lbs. (Heavily Encumbered; Speed 5 ft., Disadvantage on ability checks, attack rolls, and Strength, Dexterity, or Constitution saving throws)

Food and Drink

Day's March: 4 lbs. of food, 2 gallons of water

Fight: 2 lbs. of food, 1 gallon of water

Multiple Fights: 4 lbs. of food, 2 gallons of water

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN