

# WAM & RIKRUK



CHARACTER NAME

D&D 5TH EDITION CHARACTER SHEET  
SUPPORTING EXTRA LIFE

Fighter 3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dankwood Goblin

Outlander

RACE

ALIGNMENT

EXPERIENCE POINTS

There's nothing I can't accomplish if I set my mind and muscles to it!

PERSONALITY TRAITS

It is my duty to protect and teach young RikRuk the ways of Dankwood.

Strength! A hard head and a hard fist is good for gettin' stuff done!

IDEALS

Sometimes, I have to do more talking and less punching.

BOND

STRENGTH

+2

14

PROFICIENCY BONUS

+2

PASSIVE WISDOM  
(perception)

14

DEXTERITY

+1

12

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+2

14

CHARISMA

+1

12

LANGUAGES &  
PROFICIENCIES

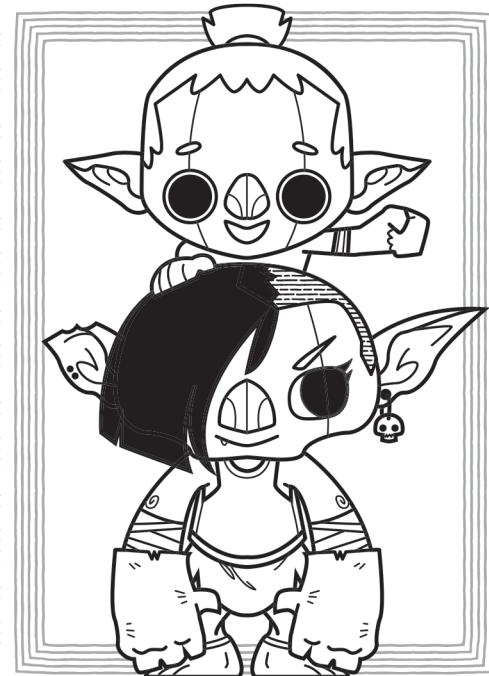
Languages:

Common,  
Gnomish, Goblin

Armor: Heavy Armor,  
Light Armor,  
Medium Armor,  
Shields

Weapons: Martial  
Weapons, Simple  
Weapons

Tools: Drum



ATTACKS & SPELLCASTING		
NAME	ATTACK BONUS	DAMAGE/TYPE
Handaxe	+4	1d6+2 Slashing
Handaxe	+4	1d6+2 Slashing
Unarmed Strike	+4	3 Bludgeoning
RikRuk Throw Rock	+4	3 Bludgeoning Range (10/30)

Bonus Actions

**Second Wind.** Wam can use a bonus action to regain d10+3 HP. Use again after a short rest.

Special

**Fighting Style • Two-Weapons!** When Wam engages in two-weapon fighting, she can add her ability modifier to the damage of the second attack.

**Action Surge.** Wam can take one additional action on her turn. She must complete a short rest before doing this again.

**Improved Critical.** Wam's weapon attacks score a critical hit on a roll of 19 or 20.

**RikRuk Throw Rock.** Once on Wam's turn, if RikRuk has a rock, he can throw it.

FEATURES & TRAITS

**Darkvision 60 ft.**

**Speak with Small Beasts**

Through sounds and gestures, Wam can communicate simple ideas with Small or smaller beasts. Dankwood goblins like Wam love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

EQUIPMENT & MONEY

•10 Gold