

# D&D ADVENTURERS LEAGUE



Findrik  
Embermire

CHARACTER NAME

Paladin  
CLASS & LEVEL

Dwarf  
RACE

Soldier: Blacksmith  
BACKGROUND

Lawful neutral  
ALIGNMENT

Andy  
PLAYER NAME

FACTION

EXPERIENCE POINTS

DCI NUMBER

STRENGTH  
17  
+3

DEXTERITY  
12  
+1

CONSTITUTION  
18  
+4

INTELLIGENCE  
11  
+0

WISDOM  
10  
+0

CHARISMA  
13  
+1

INSPIRATION

+2 PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ +1 Dexterity
- ☐ +4 Constitution
- ☐ +0 Intelligence
- ☒ +2 Wisdom
- ☒ +3 Charisma

SAVING THROWS

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

SKILLS

16  
ARMOR CLASS

+1  
INITIATIVE

25  
SPEED

Hit Point Maximum 14  
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10  
HIT DICE

SUCCESSSES  
FAILURES  
DEATH SAVED

Can stare down a hellhound without flinching.  
PERSONALITY TRAITS

In life as in war, the stronger force wins.  
IDEALS

I'll never forget the crushing defeat my company suffered or the enemies who dealt it.  
BONDS

I have little respect for anyone who is not a proven warrior.  
FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Greataxe	+5	1d12 slash +3
Halberd	+5	1d10 slash +3
Mace	+3	1d6 bludge +1

Divine Sense: till end of next turn, know location of any celestial, fiend, or undead within 60 ft and not behind total cover, no identity but know type (celestial, fiend, undead). Can use 1 + Charisma modifier (2) long rest regain all uses. Lay on hands. Can heal paladin level x 5 points per long rest from a pool. Uses Action in combat. Can use 5 to cure disease or poison.

Darkvision  
Dwarven Resilience - Advantage on poison saving throws and resistance against poison

Fighting Style: Great Weapon Fighter  
1d12 roll 1 or 2 on damage with 2-handed weapon, can reroll die and must use that die.

+12 PASSIVE WISDOM (PERCEPTION)

Battle Axe, Handaxe, Light Hammer and Warhammer  
Simple and Martial Weapons, Vehicles, Dice  
Smith's Tools  
Stonecunning - Advantage on history check related to stonework, proficient to history skill  
Common, Dwarvish  
OTHER PROFICIENCIES & LANGUAGES

Chainmail  
CP  
SP  
EP  
GP 10  
PP  
EQUIPMENT

FEATURES & TRAITS

# D&D ADVENTURERS LEAGUE



Findrik Emberminer

CHARACTER NAME

223  
AGE

Dark Green  
EYES

4'6"  
HEIGHT

White  
SKIN

190  
WEIGHT

black  
HAIR

CHARACTER APPEARANCE

Faction Rank

FACTION

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

CHARACTER BACKSTORY

TREASURE