

Barin, Son of Dorn

Class: Cleric

Level: 3

Background: Acolyte

Race: Mountain Dwarf

Alignment: Lawful Good

Attributes

+3	Strength	Prof. Bonus	+2
-1	Dexterity	Armor Class	18
+3	Constitution	Initiative	-1
+1	Intelligence	Speed	25'
+2	Wisdom	Pass. Perception	12
+0	Charisma	Inspiration	3

Skills and Proficiencies

History +3
Insight +4
Intimidation +2
Religion +3

Light, medium, and heavy armor
All shields
Simple weapons, plus battleaxe, handaxe, throwing hammer, and warhammer.

Wisdom saving throws +4
Charisma saving throws +2

Health

Current Hit Points

3d8

Hit Dice



Death Saves

Max. Hit Points:

25

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Barin Battlehammer was drawn to the holy order of Lathander when, as a boy, he witnessed a cleric doing battle with ranks of undead. Though his father wished him to enter the military, Barin turned to the cloth and eventually left his home, devoting his life to destroying the scourge of unlife wherever he may find it.

Character Traits

Darkvision: Can see in dim and dark conditions as if it were brighter.
Dwarven Resilience: Advantage on saving throws against poison, resistance against poison damage.
Stonecunning: Add double your proficiency bonus to History checks related to the origin of stonework.
Spellcasting: See reverse for spell list and instructions for spellcasting.
Shelter of the Faithful: Receive free healing and shelter at your temples.
Channel Divinity (Turn Undead): Force undead within 30 feet to make a saving throw or flee for 1 minute.
Disciple of Life: Healing spells heal 1 additional hit point.
Channel Divinity (Preserve Life): Restore a number of hit points equal to 5x your cleric level to creatures within 30 feet. Divide hit points among targets.

Weapons

Weapon	Atk.	Dam.
Mace	+5	1d6+3
Lt. Crossbow	+1	1d8

Properties

Range 80/320, Loading, Two-handed

Armor

Type	AC Bonus	Properties
Chain mail	+6	
Shield	+2	Disadvantage on stealth

Gear

Type	Cost	Notes
Adventurer's Kit		

Holy symbol

Wealth

25 Moons

Includes a backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hemp rope.

Barin's Spells

Level	Spell	Time	Range	Duration	Effect
0	Guidance	Act.	Touch	Conc.	Grant 1 target bonus of 1d4 to a single ability check.
	Light	Act.	Touch	1 hour	Cause one small object to shine like a torch. Only one object at a time.
	Sacred Flame	Act.	60 feet	Instant	Target must make Dex saving throw or take 1d8 radiant damage.
1	Cure Wounds	Act.	Touch	Instant	Target regains 1d8+3 hit points. Cast as 2 nd level for 2d8+6 hit points.
	Guiding Bolt	Act.	120 feet	1 round	Make ranged spell attack. Target takes 4d6 radiant damage and attack rolls made against target have advantage for 1 round.
	Shield of Faith	Bon.	60 feet	Conc.	Target gains +2 bonus to armor class for up to 10 minutes.
2	Prayer of Healing	Rit.	30 feet	Instant	Up to 6 creatures in range regain 2d8+3 hit points.
	Spiritual Weapon	Bon.	60 feet	1 minute	Mystical floating warhammer does 1d8+3 damage to targets with successful melee spell attack. Can travel up to 20 feet per round and attack.

Spellcasting Rules

- **Casting Spells:** To cast a spell, you must spend one of your slots of that spell's level or higher. Once spent, that slot is used up until your next rest. Whenever you take a long rest you regain all your spent spell slots. Cantrips (0-level spells) are not expended when cast. Some spells can be cast using a higher slot than normal for greater effect.
- **Divine Magic:** As a cleric, your magic is *divine* in nature, meaning it is granted to you as a faithful representative of your deity, Lathander, Lord of the Morning. Wisdom is your spellcasting ability, which is used to determine the saving throw difficulty for one of your spells. Certain spells may be cast as rituals (which takes longer but doesn't spend a spell slot).
- **Domain:** Every cleric is trained in a specific aspect of his deity's power. This training grants a special spell that is always considered prepared.
- **Casting in Armor:** Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell.

Spell Save DC = 8 + Wisdom bonus + proficiency bonus

Spell Attack modifier = Wisdom bonus + proficiency bonus

Spell Slots Open

Level 1

Level 2



Brother Calan

Class: Cleric

Background: Acolyte

Alignment: Lawful Good

Level: 3

Race: Human
(Tethyrian)

Attributes

+1	Strength	Prof. Bonus	+2
+0	Dexterity	Armor Class	15
+1	Constitution	Initiative	+0
+1	Intelligence	Speed	30'
+3	Wisdom	Pass. Perception	13
+3	Charisma	Inspiration	3

Skills and Proficiencies

Insight +5
Medicine +5
Persuasion +5
Religion +3

Light, medium, and heavy armor
All shields
Simple weapons

Wisdom saving throws +5
Charisma saving throws +5

Health

Current Hit Points

3d8

Hit Dice



Death Saves

Max. Hit Points: 21

DUNGEONS & DRAGONS®



Though born of noble birth, Calan Dundragon was the seventh in his line so he stood no chance of inheriting his family lands. Instead, he sought out the path of the clerisy, finding that his self-righteous, pious nature was a good fit for the church of Lathander. He now seeks to spread the word of the Lord of the Morning and learn to control his temper.

Character Traits

Spellcasting: See reverse for spell list and instructions for spellcasting.
Shelter of the Faithful: Receive free healing and shelter at your temples.
Channel Divinity (Turn Undead): Force undead within 30 feet to make a saving throw or flee for 1 minute.
Disciple of Life: Healing spells heal 1 additional hit point.
Channel Divinity (Preserve Life): Restore a number of hit points equal to 5x your cleric level to creatures within 30 feet. Divide hit points among targets.

Weapons

Weapon	Atk.	Dam.
Mace	+3	1d6+1
Dagger	+2	1d4+1

Properties

Finesse, Light, Thrown,
Range 20/60

Armor

Type	AC Bonus	Properties
Half plate	+5	Disadvantage on stealth

Gear

Type	Cost	Notes
Adventurer's Kit		Includes a backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hemp rope.

Wealth

25 Moons

Holy Symbol

Calan's Spells

Level	Spell	Time	Range	Duration	Effect
0	Light	Act.	Touch	1 hour	Cause one small object to shine like a torch. Only one object at a time.
	Resistance	Act.	Touch	Conc.	Grant 1 target bonus of 1d4 to a single saving throw.
	Thaumaturgy	Act.	30 feet	1 minute	Create minor supernatural effect: Increase voice volume, manipulate flames, cause harmless tremors, create a sound, open or shut doors, or alter your eyes.
1	Bless	Act.	30 feet	Conc.	Up to three targets gain +1d4 to single attack or save.
	Cure Wounds	Act.	Touch	Instant	Target regains 1d8+3 hit points. Cast as 2 nd level for 2d8+6 hit points.
	Detect Magic	Act.	Self	Conc.	You sense magic within 30 feet as a faint aura.
	Healing Word	Bon.	60 feet	Instant	Target within sight gains 1d4+4 hit points.
2	Aid	Act.	30 feet	8 hours	Up to three targets have their maximum hit points increased by 5 points and gain 5 hit points.
	Silence	Act.	120 feet	Conc.	Creates a 20-foot-radius sphere where sound is impossible, which can prevent some spells from being cast.

Spellcasting Rules

- **Casting Spells:** To cast a spell, you must spend one of your slots of that spell's level or higher. Once spent, that slot is used up until your next rest. Whenever you take a long rest you regain all your spent spell slots. Cantrips (0-level spells) are not expended when cast. Some spells can be cast using a higher slot than normal for greater effect.
- **Divine Magic:** As a cleric, your magic is *divine* in nature, meaning it is granted to you as a faithful representative of your deity, Lathander, Lord of the Morning. Wisdom is your spellcasting ability, which is used to determine the saving throw difficulty for one of your spells. Certain spells may be cast as rituals (which takes longer but doesn't spend a spell slot).
- **Domain:** Every cleric is trained in a specific aspect of his deity's power. This training grants a special spell that is always considered prepared.
- **Casting in Armor:** Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell.

Spell Save DC = 8 + Wisdom bonus + proficiency bonus

Spell Attack modifier = Wisdom bonus + proficiency bonus

Spell Slots Open

Level 1

Level 2



Kyuss Nightblade

Class: Rogue

Level: 3

Background: Criminal

Race: Human
(Damaran)

Alignment: Chaotic Neutral

Attributes

+1	Strength	Prof. Bonus	+2
+3	Dexterity	Armor Class	15
+1	Constitution	Initiative	+3
+1	Intelligence	Speed	30'
+1	Wisdom	Pass. Perception	13
+2	Charisma	Inspiration	3

Skills and Proficiencies

Acrobatics +5
Deception +4
Insight +3
Perception +3
Sleight of Hand +7
Stealth +5

Thieves' tools +7
Light armor; simple weapons, hand crossbows, longswords, rapiers, shortswords

Dexterity saving throws +5
Intelligence saving throws +3

Health

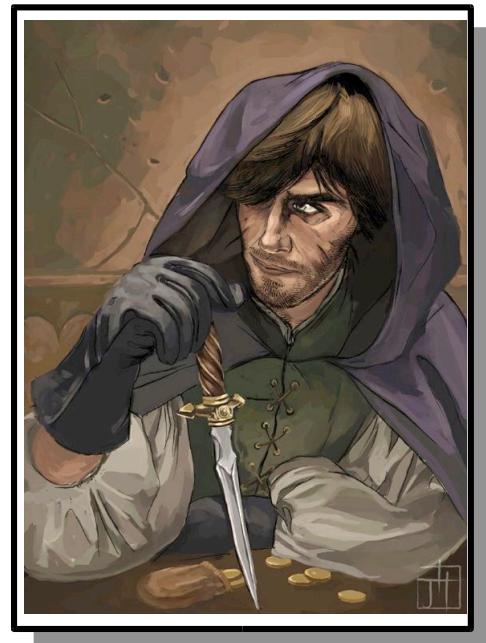
Current Hit Points

3d8
Hit Dice


Max. Hit Points: 21



Kyuss is a former pickpocket and burglar, but a conflict with his guild master made his continued presence in the city... *ill-advised*. On the run, he found the skills learned during his previous life to be useful, though not generally met with approval in polite society. Thankfully, most adventurers don't care, as long as Kyuss and his abilities can help them acquire fame and fortune.



Character Traits

Criminal Contact: You have a reliable and trustworthy contact in the city.
Expertise: Proficiency bonus is doubled with Thieves' tools and Sleight of Hand.
Sneak Attack: +2d6 damage on attack when you have advantage and are using a finesse or ranged weapon (once per turn).
Thieves' Cant: Can communicate in a special code that only fellow rogues know.
Cunning Action: You gain a bonus action in combat to Dash, Disengage, or Hide.
Fast Hands: Use your bonus action to make a Dexterity (Sleight of Hand) check, disarm a trap, or use an object.
Second Story Work: Climbing no longer costs extra movement, and you can jump three feet farther.

Weapons

Weapon	Atk.	Dam.	Properties
Rapier	+5	1d8+1	Finesse
Dagger	+5	1d4+1	Finesse, Light, Thrown, Range 20/60
Lt. Crossbow	+5	1d8	Range 80/320, Loading, Two-Handed

Armor

Type	AC Bonus	Properties
Studded Leather	+2	

Gear

Type	Cost	Notes
Adventurer's Kit	25 Moons	Includes a backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hemp rope.

Wealth

Lorandir Oakheart

Class: Fighter

Level: 3

Background: Soldier

Race: Wood Elf

Alignment: Chaotic Good

Attributes

+1	Strength	Prof. Bonus	+2
+3	Dexterity	Armor Class	15
+1	Constitution	Initiative	+3
+0	Intelligence	Speed	35'
+1	Wisdom	Pass. Perception	12
+1	Charisma	Inspiration	3

Skills and Proficiencies

Animal Handling +3
Athletics +5
Intimidation +3
Survival +3

Land vehicles, Trapper's tools
All armor and shields
Simple and martial weapons

Strength saving throws +3
Constitution saving throws +3

Health

Current Hit Points

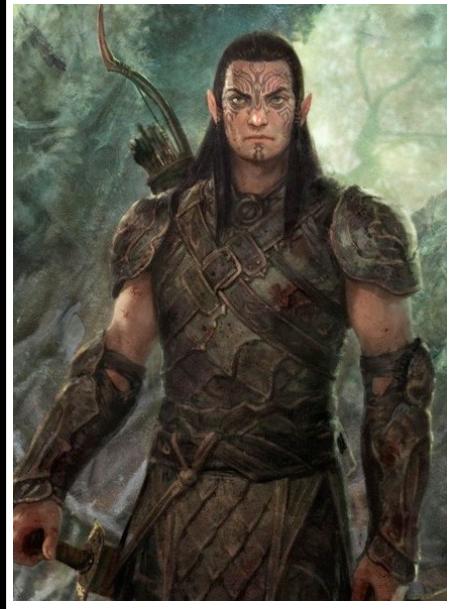
3d10

Hit Dice



25

Max. Hit Points:



Lorandir was trained as a member of the elite Heartblood Guard, a force of archers and rangers dedicated to preserving the High Forest from incursion by enemies. When his squad was ambushed by drow, he took a bad injury and fled by swimming down a river. He later learned his squad was destroyed. Too ashamed to return home, Lorandir has taken to wandering Faerûn, offering his bow for hire.

Character Traits

Darkvision: Can see in dim and dark conditions as if it were brighter.
Fey Ancestry: Advantage on saving throws against charm, can't be magically put to sleep.

Fleet of Foot: Speed increases to 35'.
Mask of the Wild: Can attempt to hide when lightly obscured by natural terrain or phenomena.

Military Rank: Among those from your organization, you can invoke your rank to command other soldiers, requisition supplies, or seek entrance to encampments.

Fighting Style (Archery): +2 to attack rolls with ranged weapons.

Second Wind: Use a bonus action to regain hit points equal to 1d10 + fighter level. Must rest before next use.

Action Surge: Take one additional action on your turn. Must rest before next use.

Improved Critical: Your weapon attacks score a critical hit on a roll of 19 or 20.

Weapons

Weapon	Atk.	Dam.
Longbow	+7	1d8
Longsword	+5	1d8+1

Properties
Range 150/600, Heavy,
Two-handed
Versatile (1d10+1)

Armor

Type	AC Bonus	Properties
Studded Leather	+2	

Gear

Type	Cost	Notes
Adventurer's Kit		Includes a backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hemp rope.

Wealth

25 Moons

Lyriand the Gray

Class: Wizard

Background: Sage

Alignment: Chaotic Good

Level: 3

Race: High Elf

Attributes

+0	Strength	Prof. Bonus	+2
+1	Dexterity	Armor Class	12
-1	Constitution	Initiative	+1
+4	Intelligence	Speed	30'
+2	Wisdom	Pass. Perception	12
+3	Charisma	Inspiration	3

Skills and Proficiencies

Arcana +6
History +6
Insight +4
Investigation +6

Daggers, darts, slings, quarterstaffs, light crossbows, longsword, shortsword, shortbow, and longbow.

Wisdom saving throws +4
Intelligence saving throws +6

Health

Current Hit Points

3d6

Hit Dice



11

Max. Hit Points:



Lyriand got his start as a young wizard's apprentice in a little village, a dull life of study and lessons. But he quickly became a local celebrity when he stood up to a local baron who was imposing an unfair tax upon the people. After this success, Lyriand decided his future was in using his magic and forceful personality to smash tyranny anywhere he could find it.

Character Traits

Darkvision: Can see in dim and dark conditions as if it were brighter.
Fey Ancestry: Advantage on saving throws against charm, can't be magically put to sleep.
Researcher: Even if you don't know a piece of lore or information, you usually know where to obtain it.
Spellcasting: See reverse for spell list and instructions for spellcasting.
Arcane Recovery: After a short rest, you can regain two 1st-level spells or one 2nd-level spell.
Sculpt Spells: When you cast an evocation spell that affects more than one creature, you can choose a number of them equal to 1+ the spell's level to exclude. These creatures automatically succeed saving throws against the spell and take no damage if they would normally take half damage from a successful saving throw.

Weapons

Weapon	Atk.	Dam.
Quarterstaff	+2	1d6
Dagger	+3	1d4

Properties

Versatile (1d8)
Finesse, Light, Thrown,
Range 20/60

Armor

Type	AC Bonus	Properties
Robes	+0	Many hidden pockets

Gear

Type	Cost	Notes
Adventurer's Kit		Includes a backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hemp rope.
Spell book		

Wealth

25 Moons

Lyriand's Spells

Level	Spell	Time	Range	Duration	Effect
0	Light	Act.	Touch	1 hour	Cause one small object to shine like a torch. Only one object at a time.
	Minor Illusion	Act.	30 feet	1 minute	Create sound or small illusory object.
	Ray of Frost	Act.	60 feet	Instant	With ranged spell attack, icy blue light beam does 1d8 cold damage to target, then target's speed is reduced by 10 for next round.
1	Charm Person	Act.	30 feet	1 hour	Target becomes friendly if it fails a Wisdom saving throw (it has advantage if it is already in combat with you). With a 2nd-level slot, target 1 more creature.
	Mage Armor	Act.	Touch	8 hours	Target's armor class becomes 13 + Dexterity modifier.
	Magic Missile	Act.	120 feet	Instant	Create three bolts of magic that do 1d4+1 force damage each.
	Sleep	Act.	90 feet	1 minute	Causes 5d8 hit points worth of creatures in 20 foot radius to fall into light sleep.
2	Invisibility	Act.	Touch	Conc.	Target becomes invisible. Effect ends if target attacks or casts a spell.
	Misty Step	Bon.	Self	Instant	Teleport to unoccupied spot up to 30 feet away.

Spellcasting Rules

- **Casting Spells:** To cast a spell, you must spend one of your slots of that spell's level or higher. Once spent, that slot is used up until your next rest. Whenever you take a long rest you regain all your spent spell slots. Cantrips (0-level spells) are not expended when cast. Some spells can be cast using a higher slot than normal for greater effect.
- **Arcane Magic:** As a wizard, your magic is *arcane* in nature, meaning it comes from many years studying how to manipulate strands of the mystical web of magical energy called The Weave. Intelligence is your spellcasting ability, which is used to determine the saving throw difficulty for one of your spells. Certain spells may be cast as rituals (which takes longer but doesn't spend a spell slot).
- **School:** Many wizards are trained in a specific tradition of spellcasting. You studied evocation, the art of creating elemental effects such as bitter cold, searing flame, crackling lightning and searing acid.
- **Casting in Armor:** Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell.

Spell Save DC = 8 + Intelligence bonus + proficiency bonus

Spell Attack modifier = Intelligence bonus + proficiency bonus

Spell Slots Open

Level 1

Level 2



Malakai Stormraven

Class: Wizard

Level: 3

Background: Sage

Race: Human
(Illuskan)

Alignment: Chaotic Neutral

Attributes

+0	Strength	Prof. Bonus	+2
+2	Dexterity	Armor Class	12
+1	Constitution	Initiative	+2
+4	Intelligence	Speed	30'
+3	Wisdom	Pass. Perception	14
-3	Charisma	Inspiration	3



Skills and Proficiencies

Arcana +6
History +6
Insight +5
Investigation +6

Daggers, darts, slings, quarterstaffs,
light crossbows

Wisdom saving throws +5
Intelligence saving throws +6

Character Traits

Researcher: Even if you don't know a piece of lore or information, you usually know where to obtain it.
Spellcasting: See reverse for spell list and instructions for spellcasting.
Arcane Recovery: After a short rest, you can regain two 1st-level spells or one 2nd-level spell.
Sculpt Spells: When you cast an evocation spell that affects more than one creature, you can choose a number of them equal to 1+ the spell's level to exclude. These creatures automatically succeed saving throws against the spell and take no damage if they would normally take half damage from a successful saving throw.

Weapons

Weapon	Atk.	Dam.
Quarterstaff	+2	1d6
Dagger	+4	1d4

Properties
Versatile (1d8)
Finesse, Light, Thrown,
Range 20/60

Health

Current Hit Points

3d6
Hit Dice
Death Saves

Max. Hit Points: 17

Armor

Type	AC Bonus	Properties
Robes	+0	Many hidden pockets

Gear

Type	Cost	Notes
Adventurer's Kit		Includes a backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hemp rope.
Spell book		

Wealth

25 Moons

Malakai's Spells

Level	Spell	Time	Range	Duration	Effect
0	Fire Bolt	Act.	120 feet	Instant	With ranged spell attack, target takes 1d10 fire damage. Objects not worn or carried catch fire.
	Light Mage Hand	Act.	Touch	1 hour	Cause one small object to shine like a torch. Only one object at a time.
1	Burning Hands	Act.	15 cone	Instant	Targets must make a Dexterity saving throw or take 3d6 fire damage (half damage with successful save). Use a 2nd-level slot to increase damage to 4d6.
		Act.	Touch	8 hours	Target's armor class becomes 13 + Dexterity modifier.
	Sleep	Act.	90 feet	1 minute	Causes 5d8 hit points worth of creatures in 20 foot radius to fall into light sleep.
2	Darkness	Act.	60 feet	Conc.	Magical darkness fills a 15-foot sphere. Darkvision and nonmagical light cannot penetrate the sphere. If cast on an object, the sphere moves with it.
	Spider Climb Web	Act.	Touch	Conc.	Target can walk on vertical surfaces or upside down at normal speed, hands free. Webs fill 20-foot cube. Must be anchored between two solid surfaces. Considered difficult terrain. Targets within web must make Dexterity save or be restrained.
		Act.	60 feet	Conc.	Webs are flammable, burning at 5 cubic feet per round for 2d4 fire damage.

Spellcasting Rules

- **Casting Spells:** To cast a spell, you must spend one of your slots of that spell's level or higher. Once spent, that slot is used up until your next rest. Whenever you take a long rest you regain all your spent spell slots. Cantrips (0-level spells) are not expended when cast. Some spells can be cast using a higher slot than normal for greater effect.
- **Arcane Magic:** As a wizard, your magic is *arcane* in nature, meaning it comes from many years studying how to manipulate strands of the mystical web of magical energy called The Weave. Intelligence is your spellcasting ability, which is used to determine the saving throw difficulty for one of your spells. Certain spells may be cast as rituals (which takes longer but doesn't spend a spell slot).
- **School:** Many wizards are trained in a specific tradition of spellcasting. You studied evocation, the art of creating elemental effects such as bitter cold, searing flame, crackling lightning and searing acid.
- **Casting in Armor:** Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell.

Spell Save DC = 8 + Intelligence bonus + proficiency bonus

Spell Attack modifier = Intelligence bonus + proficiency bonus

Spell Slots Open

Level 1

Level 2



Rudic the Hidden

Class: Rogue

Background: Criminal

Alignment: Neutral Good

Level: 3

Race: Lightfoot
Halfling

Attributes

+1	Strength
+4	Dexterity
+0	Constitution
+2	Intelligence
+1	Wisdom
+1	Charisma

Prof. Bonus	+2
Armor Class	16
Initiative	+4
Speed	25'
Pass. Perception	13
Inspiration	3



Rudic found it easy to survive in the human cities, taking advantage of his short stature and naturally stealth to become an accomplished “second story man,” burglarizing homes by climbing into high windows. It was a dangerous but lucrative profession, but though he still retains his skills, he no longer enjoys stealing from innocents. Now he prefers to steal from other thieves.



Skills and Proficiencies

Acrobatics +8
Deception +3
Investigation +4
Perception +3
Sleight of Hand +6
Stealth +8

Thieves' tools, Dice
Light armor; simple weapons, hand crossbows, longswords, rapiers, shortswords

Dexterity saving throws +6
Intelligence saving throws +4

Health

Current Hit Points

3d8

Hit Dice



Max. Hit Points: 18

Character Traits

Lucky: Reroll 1 on attack, ability check, or saving throw but must use the new roll.
Naturally Stealthy: May attempt to hide behind small obstructions.

Halfling Nimbleness: Move through space occupied by creatures larger than you.

Brave: Advantage on saves vs. fear.

Expertise: Proficiency bonus is doubled with Acrobatics and Stealth skills.

Sneak Attack: +2d6 damage on attack when you have advantage and are using a finesse or ranged weapon (once per turn).

Thieves' Cant: Can communicate in a special code that only fellow rogues know.

Cunning Action: You gain a bonus action in combat to Dash, Disengage, or Hide.

Fast Hands: Use your bonus action to make a Dexterity (Sleight of Hand) check, disarm a trap, or use an object.

Second Story Work: Climbing no longer costs extra movement, and you can jump three feet farther.

Weapons

Weapon	Atk.	Dam.
Dagger (x2)	+6	1d4+1
Shortbow	+6	1d6

Properties
Finesse, Light, Thrown,
Range 20/60
Range 80/320,
Two-Handed

Armor

Type	AC Bonus	Properties
Studded Leather	+2	

Gear

Type	Cost	Notes
Adventurer's Kit		Includes a backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hemp rope.

Wealth

25 Moons

Wulfgar the Barbarian

Class: Fighter

Level: 3

Background: Folk Hero

Race: Human
(Tethyrian)

Attributes

+4	Strength	Prof. Bonus	+2
+0	Dexterity	Armor Class	12
+4	Constitution	Initiative	+1
-1	Intelligence	Speed	30'
+0	Wisdom	Pass. Perception	9
+2	Charisma	Inspiration	3

Skills and Proficiencies

Animal Handling +2
Athletics +6
Intimidation +4
Survival +2

Woodcarver's Tools
All armor
All shields
Simple weapons
Martial weapons

Strength saving throws +6
Constitution saving throws +6

Health

Current Hit Points

3d10

Hit Dice



Death Saves

Max. Hit Points: 34

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Wulfgar hails from the wild north, where he quickly earned a name for himself by besting a dozen warriors during the battle of Caer Magdar, an accomplishment which earned him the title of *khal*, or battle commander. Unfortunately, his clan was destroyed by rivals and he was driven from his lands, forever vowing to return to wreak vengeance.

Character Traits

Fighting Style (Great Weapon Fighting):

Reroll result of 1 or 2 on damage die with two-handed weapon, must use new result.

Second Wind: Use a bonus action to regain hit points equal to $1d10 + \text{fighter level}$. Must rest before next use.

Action Surge: Take one additional action on your turn. Must rest before next use.

Improved Critical: Your weapon attacks score a critical hit on a roll of 19 or 20.

Weapons

Weapon	Atk.	Dam.
Greataxe	+6	$1d12+4$
Longsword	+6	$1d8+4$
Dagger	+2	$1d4+4$

Properties

Heavy, Two-handed
Versatile (1d10+4)
Finesse, Light, Thrown,
Range 20/60

Armor

Type	AC Bonus	Properties
Studded Leather	+2	

Gear

Type	Cost	Notes
Adventurer's Kit		

Wealth

25 Moons

Includes a backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hemp rope.

Max. Hit Points: 34

34