

DUNGEONS & DRAGONS®

Blackwell

CHARACTER NAME

Fighter 1
 CLASS & LEVEL

Warforged (m)
 RACE

Soldier
 BACKGROUND

Neutral
 ALIGNMENT

PLAYER NAME

0
 EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+1

13

CONSTITUTION

+3

16

INTELLIGENCE

+1

12

WISDOM

+0

10

CHARISMA

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

☒ +5 Strength
☐ +1 Dexterity
☒ +5 Constitution
☐ +1 Intelligence
☐ +0 Wisdom
☐ -1 Charisma

SAVING THROWS

☒ +3 Acrobatics (Dex)
☐ +0 Animal Handling (Wis)
☐ +1 Arcana (Int)
☒ +5 Athletics (Str)
☐ -1 Deception (Cha)
☐ +1 History (Int)
☐ +0 Insight (Wis)
☒ +1 Intimidation (Cha)
☐ +1 Investigation (Int)
☐ +0 Medicine (Wis)
☐ +1 Nature (Int)
☐ +0 Perception (Wis)
☐ -1 Performance (Cha)
☐ -1 Persuasion (Cha)
☐ +1 Religion (Int)
☐ +1 Sleight of Hand (Dex)
☐ +1 Stealth (Dex)
☐ +0 Survival (Wis)

SKILLS

10

PASSIVE WISDOM (PERCEPTION)

Weapons simple weapons, martial weapons
Armors all armor, shields
Tools disguise kit, dragonchess set, vehicles (land)
Languages Common, Dwarvish

19

AC

+1

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10
 HIT DICE

Successes ☐☐☐
 Failures ☐☐☐
 DEATH SAVES

| NAME | ATK | DAMAGE/TYPE |
|----------------|-----|----------------|
| Greatsword | +5 | 2d6+3 slashing |
| Light crossbow | +3 | 1d8+1 piercing |
| | | |
| | | |
| | | |

Greatsword. *Melee* : +5 (2d6+3 slashing ; heavy, two-handed)
Light crossbow. *Ranged* : +3 (1d8+1 piercing ; ammunition (range 80/320), loading, two-handed)

ATTACKS & SPELLCASTING

CFC

0

SFC

0

EFK

0

GFC

120

PPK

0

Greatsword, light crossbow, chain mail, shield, 20 crossbow bolts, backpack, crowbar, hammer, piton (10), torch (10), tinderbox, rations/1 day (10), waterskin, rope/hempen 50 feet, clothes/common, trophy, insignia of rank, belt pouch
Equipment weight 134 lb - **Cost** 292 gp
Coins weight 1.2 lb

A machine built purely to fight and shows little emotion.

PERSONALITY TRAITS

Greater Good. Our lot is to lay down our lives in defense of others. (Good)

IDEALS

I would still lay down my life for the people I served with Those who fight beside me are those worth dying for.

BONDS

Looking for a battle at any turn blackwell will rush in without a second thought and will always destroy his enemies with cannot speak for long periods of times


FLAWS

Second Wind (1d10+1 hp/rest)
 Fighting Style (Great Weapon Fighting)
 Constructed Resilience
 Sentry's Rest
 Integrated Protection *
 Specialized Design *
 Military Rank

PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

| <div><div></div><div>Blackwell</div></div> | | |
|--|--|-------------------|
| CHARACTER NAME | | |
| 20 AGE | 6.5 ft (Medium) HEIGHT | 300 lb. WEIGHT |
| light blue hue EYES | Steel SKIN | None HAIR |
| <div>Large warforge with a furnace in the center to act as its power source and dwarven symbols imbeded within his steel body.</div> <div>APPEARANCE</div> | <div>The Dwarves of Dwemos</div> <div>ALLIES & ORGANIZATIONS</div> | |
| <div>Soldier (Infantry)</div> <div>Built by the dwarves in 9615AF when the war of the two cosmos starts, he is sent off to sorma to battle evil forces but is destroyed in battle his metal husk left to decay in the forest of sorma but through the sheer willpower to fight again Blackwell's furnace burned once more waking up in 500A2F he finds himself in a strange world at peace so he wanders off to find a new purpose or a worthy war to fight in.</div> <div>CHARACTER BACKSTORY</div> | <div>ADDITIONAL FEATURES</div> <div>TREASURE</div> | |

D&D

SPELLCASTING CLASS (SPELLCASTING ABILITY)

DAILY SPELLS TO PREPARE

SPELLS SAVE DC

SPELLS ATTACK BONUS

| SPELL LEVEL | CANTRIPS | SLOTS | SLOTS EXPENDED |
|-------------|----------|-------|----------------|
| 0 | | | |
| 1 | | | |
| 2 | | | |
| 3 | | | |
| 4 | | | |
| 5 | | | |
| 6 | | | |
| 7 | | | |
| 8 | | | |
| 9 | | | |