

# Morgan Battlehammer

Character Name  
 Fighter 1  
 CLASS  
 1 (1) 0 / 300  
 Character Level (CR) EXP/NEXT LEVEL

# Jeff Thun

Player Name  
 Dwarf (Mountain) / Humanoid  
 RACE  
 53 Male  
 AGE GENDER

None

Region  
 Medium / 5 ft.  
 SIZE / FACE  
 4' 7" / 135 lbs.  
 HEIGHT / WEIGHT  
 Black, Long  
 HAIR

Neutral Good

Alignment  
 Darkvision (60 ft.)  
 VISION  
 Points



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	14		+2		
<b>DEX</b> Dexterity	12		+1		
<b>CON</b> Constitution	15		+2		
<b>INT</b> Intelligence	8		-1		
<b>WIS</b> Wisdom	13		+1		
<b>CHA</b> Charisma	10		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>STRENGTH</b> ( )	+4	= +0	+ +2	+ +0	+ +2	+ +0	
<b>DEXTERITY</b> ( )	+1	= +0	+ +1	+ +0	+ +0	+ +0	
<b>CONSTITUTION</b> ( )	+4	= +0	+ +2	+ +0	+ +2	+ +0	
<b>INTELLIGENCE</b> ( )	-1	= +0	+ -1	+ +0	+ +0	+ +0	
<b>WISDOM</b> ( )	+1	= +0	+ +1	+ +0	+ +0	+ +0	
<b>CHARISMA</b> ( )	+0	= +0	+ +0	+ +0	+ +0	+ +0	

## Conditional Save Modifiers:

advantage on saving throws against poison, and you have resistance against poison damage

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+2	= +0	+ +2	+ +0	+ +0	+ 0	
<b>RANGED</b> attack bonus	+1	= +0	+ +1	+ +0	+ +0	+ 0	
<b>GRAPPLE</b> attack bonus	+2	= +0	+ +2	+ +0	+ +0	+ +0	

*Battleaxe	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	none/x0	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d8+2				

Crossbow, Light	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	none/x0	5 ft.

\*: weapon is equipped

**1H-P**: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain mail		+16	+0	+0	0

HP		12		WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED																
hit points																			Walk 25 ft.																
AC		16		16		16		= 16		+ 0		+ 0		+ 0		+ 0		+ 0		+ 0		+ 0		+ 0		+ 0		+ 0							
armor class				TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		Morale		Insight		Sacred		Profane		MISC	
INITIATIVE		+1		= +1		+ +0				0		+0		0																					
modifier				TOTAL		DEX MODIFIER		MISC MODIFIER		MISS CHANCE		Arcane Spell Failure		ARMOR CHECK PENALTY		SPELL RESIST																			

<b>Encumbrance</b>	Light
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TOTAL SKILLPOINTS: 0		SKILLS		MAX RANKS: 0/0	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics	DEX	1	=	1	
✓ Animal Handling	WIS	1	=	1	
✓ Arcana	INT	-1	=	-1	
✓ Athletics	STR	4	=	2	+ 2
✓ Deception	CHA	0	=	0	
✓ History	INT	1	=	-1	+ 2
✓ Insight	WIS	1	=	1	
✓ Intimidation	CHA	2	=	0	+ 2
✓ Investigation	INT	-1	=	-1	
✓ Medicine	WIS	1	=	1	
✓ Nature	INT	-1	=	-1	
✓ Perception	WIS	3	=	1	+ 2
✓ Performance	CHA	0	=	0	
✓ Persuasion	CHA	0	=	0	
✓ Religion	INT	-1	=	-1	
✓ Sleight of Hand	DEX	1	=	1	
✓ Stealth	DEX	1	=	1	
✓ Survival	WIS	1	=	1	
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

## Conditional Skill Modifiers:

+2 Dice Set  
 +2 Vehicles (Land)

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Battleaxe	Equipped	1	4 / 10
Chain mail	Equipped	1	55 / 75
Stealth: Disadvantage			
Explorer's Pack	Equipped	1	0 / 10
Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.			
Crossbow, Light	Carried	1	5 / 25
TOTAL WEIGHT CARRIED/VALUE		64 lbs.	120gp

WEIGHT ALLOWANCE			
Light	70	Medium	140
Lift over head	70	Lift off ground	140
		Heavy	210
		Push / Drag	350

MONEY	
	Total= 0 gp

MAGIC
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Languages
Common, Dwarvish

Other Companions
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Special Qualities	
<b>Ability Score Increase</b>	[PH, p.20]
Your Constitution score increases by 2.	
<b>Ability Score Increase</b>	[PH, p.20]
Your Strength score increases by 2.	
<b>Soldier Bond ~ 2</b>	[PH]
Someone saved my life on the battlefield. To this day, I will never leave a friend behind.	
<b>Soldier Flaw ~ 5</b>	[PH]
I obey the law, even if the law causes misery.	
<b>Soldier Ideal ~ 5</b>	[PH]
Live and Let Live. Ideals aren't worth killing over or going to war for. (Neutral)	
<b>Soldier Personality Trait ~ 4</b>	[PH]
I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.	
<b>Brewer's Supplies</b>	[PH, p.20]
Proficient with Artisan Brewer's Supplies.	
<b>Darkvision</b>	[PH, p.20]
Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.	
<b>Dwarven Armor Training</b>	[PH, p.20]
You have proficiency with light and medium armor.	
<b>Dwarven Combat Training</b>	[PH, p.20]
You have proficiency with the battleaxe, handaxe, throwing hammer, and warhammer.	
<b>Dwarven Resilience</b>	[PH, p.20]
You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).	
<b>Feature: Military Rank</b>	[PH]
You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.	
<b>Fighting Style</b>	[PH]
You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.	
<b>Great Weapon Fighting</b>	[PH]
When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.	
<b>Languages</b>	[PH, p.20]
You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.	
<b>Second Wind</b>	[PH]
You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter	

level. Once you use this feature, you must finish a short or long rest before you can use it again.

**Specialty (Healer)** [PH]

During your time as a soldier, you had a specific role to play in your unit or army. Roll a d8 or choose from the options in the table below to determine your role

**Stonecunning** [PH, p.20]

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Tool Proficiency** [PH, p.20]

You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Proficiencies
Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip

Templates
Fighter
First Level

# Morgan Battlehammer

Dwarf (Mountain)

RACE

53

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

4' 7"

HEIGHT

135 lbs.

WEIGHT

Dark Gray

EYE COLOUR

Olive/sooty

SKIN COLOUR

Black, Long

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**

