

Kathra Orcbane

CHARACTER NAME

Fighter (Swordmaster) Soldier

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dwarf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+2

14

CONSTITUTION

+3

16

INTELLIGENCE

0

10

WISDOM

0

10

CHARISMA

0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +5 Strength
- ☐ +2 Dexterity
- ☒ +5 Constitution
- ☐ 0 Intelligence
- ☐ 0 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☐ 0 History (Int)
- ☒ +2 Insight (Wis)
- ☒ +2 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☐ 0 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☒ +2 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

15

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 20 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Greatsword

+5

2d6+3

Heavy Crossbow

+4

d10+2

Great Weapon Fighting:
When you roll a 1 or a 2 on a damage die for a melee attack you make with two hands, you can reroll the die and must use the new roll.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Languages:

-- Common
-- Dwarvish

Tools:

-- Calligrapher's Tools

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Chain Shirt

Greatsword
Heavy Crossbow

Explorer's Pack:

-- Backpack
-- Bedroll
-- Mess Kit
-- Tinderbox
-- 10 torches
-- 50 feet of rope

EQUIPMENT



Darkvision - 60 feet

Dwarven Resilience: You have advantage on saving throws against poison, and you have resistance against poison damage.

Stonecunning: Whenever you make a 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.

☐ **Second Wind:** On your turn, you can use a bonus action to regain hit points equal to 1d10+your fighter level. Recharges on short rest.

☐ **Action Surge:** On your turn, you can take one additional action. Recharges on short rest.

☐☐☐ **Fighting Spirit:** As a bonus action, you can give yourself advantage on weapon attack rolls until the end of the current turn. You also gain 5 temporary hit points. Recharges on long rest.

FEATURES & TRAITS