



ShadowDark

NAME

Jorbin Ironhelm

STR

17 / +3

INT

9 / -1

ANCESTRY

Dwarf

DEX

10 / +0

WIS

12 / +1

CLASS

Fighter

CON

16 / +3

CHA

11 / +0

LEVEL

1

XP

____ / 10

HP

10

AC

15

TITLE

Squire

ALIGNMENT

Lawful

BACKGROUND

Soldier

DEITY

Madeera

TALENTS / SPELLS

Stout. +2 HP, ADV on hit point rolls.

1st-Level Talent. +2 STR stat.

Grit. ADV on STR checks vs. opposing force.

Hauler. +3 gear slots.

Weapon Mastery. +1 on attacks and damage with greataxe.

Languages. Common, Dwarvish.

GEAR

GP 4

SP ____

CP ____

- Chainmail
- (Chainmail)
- Greataxe
- (Greataxe)
- Shield
- Spear
- Spear
- Iron spikes (10)
- Grappling hook
- Rope (60')
- Flint and steel
- Torch
- Torch
- Pole
- Rations (3)
- _____
- _____
- _____
- _____
- _____
- _____

FREE TO CARRY

Backpack

ATTACKS

Greataxe, +4, 1d8/1d10
+1

Spear, +3 (N), 1d6