


**DUNGEONS & DRAGONS®**

Bo

CHARACTER NAME

Fighter 1

CLASS & LEVEL

Mountain Dwarf

RACE

Outlander

BACKGROUND

Neutral Good

ALIGNMENT

Your name

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

10

0

DEXTERITY

15

+2

CONSTITUTION

16

+3

INTELLIGENCE

12

+1

WISDOM

13

+1

CHARISMA

10

0

INSPIRATION

PROFICIENCY BONUS

+2

+2 Strength

+2 Dexterity

+5 Constitution

+1 Intelligence

+1 Wisdom

0 Charisma

SAVING THROWS

+4 Acrobatics (Dex)

+1 Animal Handling (Wis)

+1 Arcana (Int)

+2 Athletics (Str)

0 Deception (Cha)

+1 History (Int)

+1 Insight (Wis)

0 Intimidation (Cha)

+1 Investigation (Int)

+1 Medicine (Wis)

+1 Nature (Int)

+3 Perception (Wis)

0 Performance (Cha)

0 Persuasion (Cha)

+1 Religion (Int)

+2 Sleight of Hand (Dex)

+2 Stealth (Dex)

+3 Survival (Wis)

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 13

13

CURRENT HIT POINTS

Fighter(72): 8, 15, 14, 12, 13, 10

TEMPORARY HIT POINTS

Total 1

1d10+3

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Hand CB

+6

1d6+2 P

Longbow

+6

1d8+2 P

Light CB

+6

1d8+2 P

Second Wind (1/r): Use a bonus action to gain 1d10 + 1 hp.

Archery: +2 ranged attack bonus

Shortsword +4 1d8+2 P

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Dwarvish

Weapon Proficiencies: simple weapons, martial weapons

Armor Proficiencies: light armor, medium armor, heavy armor, shield

Tool Proficiencies: dulcimer

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

PP

Staff

Hunting Trap

Bearskin cloak trophy

Set of traveler's clothes

Belt Pouch

Leather armor

Longbow w/ 20 arrows

Hand crossbow

Light crossbow w/ 20 bolts

Shortsword

Explorer's pack

EQUIPMENT

I will crush my enemies, with fury and power.

PERSONALITY TRAITS

I always try to help those in need, no matter the personal cost.

IDEALS

My tribe is the most important thing in my life, even when they are far from me.

BONDS

Color blind.

FLAWS

Darkvision: 60 feet.

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

Wanderer: You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Second Wind (1/r): On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Fighting Style: Archery, gain a +2 bonus to attack rolls you make with ranged weapons.

FEATURES & TRAITS