



DUNGEONS & DRAGONS®

Thrain Ironshield

CHARACTER NAME

Fighter 5

CLASS & LEVEL

Mountain Dwarf

RACE

Soldier

BACKGROUND

Lawful good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+1

13

CONSTITUTION

+3

17

INTELLIGENCE

-1

8

WISDOM

+1

12

CHARISMA

+0

10

INSPIRATION

+3

PROFICIENCY BONUS

- +6 Strength
- +1 Dexterity
- +6 Constitution
- -1 Intelligence
- +1 Wisdom
- +0 Charisma

SAVING THROWS

- +2 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +3 Arcana (Int)
- -1 Athletics (Str)
- +3 Deception (Cha)
- +1 History (Int)
- +2 Insight (Wis)
- +3 Intimidation (Cha)
- +3 Investigation (Int)
- +0 Medicine (Wis)
- +1 Nature (Int)
- +0 Perception (Wis)
- +3 Performance (Cha)
- +3 Persuasion (Cha)
- +1 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +2 Survival (Wis)

SKILLS

21

ARMOR CLASS

+1

INITIATIVE

25

SPEED

Hit Point Maximum 59

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total Sd10

Sd10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Thrain is fiercely loyal to his friends and allies, often putting their safety above his own. He has a strong sense of justice and will not stand by while the innocent are harmed.

PERSONALITY TRAITS

Protection: It is my duty to protect those who cannot protect themselves, no matter the cost.

IDEALS

I will always defend my homeland and the people I love, even if it means facing overwhelming odds.

BONDS

He can be overly stubborn at times, refusing to back down even when it may be wiser to retreat.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Battleaxe	+6	1d8+3 / s
Warhammer	+6	1d8+3 / b
Longsword	+6	1d8+3 / s

ATTACKS & SPELLCASTING

Features

Feat.TOUGH

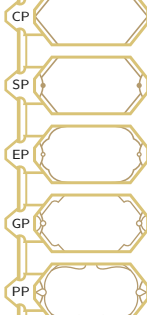
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PASSIVE WISDOM (PERCEPTION)

Languages: Common, Dwarvish.

Weapons: Battleaxe, Warhammer, Longsword.

OTHER PROFICIENCIES & LANGUAGES



Plate, Battleaxe, Warhammer, Longsword
Weight: 9.0 lb
Capacity: 240 lb

EQUIPMENT

FEATURES & TRAITS



Thrain Ironshield

CHARACTER NAME

30

AGE

blue

EYES

180 cm

HEIGHT

light

SKIN

100 kg

WEIGHT

short and braided

HAIR

Thrain is a stout dwarf with a broad chest and muscular arms, showcasing years of hard work and combat training. His heavy armor is polished to a shine, adorned with intricate engravings of his family crest. He carries a large shield, always at the ready, and his braided beard flows down to his chest, giving him a fierce but noble appearance.

CHARACTER APPEARANCE

Born into a family of blacksmiths, Thrain was always surrounded by the clang of metal and the heat of the forge. From a young age, he was taught the importance of strength and resilience, not just in crafting weapons, but in life itself. When his village was threatened by marauding bandits, Thrain took up arms to protect his home. He quickly became known for his unwavering defense and his ability to absorb blows that would fell lesser warriors. After successfully driving away the bandits, he decided to dedicate his life to becoming a master of heavy armor and shield techniques. Now, he travels the land, seeking to hone his skills in battle and defend those who cannot protect themselves. His heart is as strong as the steel he wields, and he believes that true strength lies in protecting others.

CHARACTER background

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Action

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Bonus Action

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.

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

Reaction

When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

Free Action

When a creature you can see moves into the reach you have with the melee weapon you're wielding, you can use your reaction to expend one superiority die and make one attack against the creature, using that weapon. If the attack hits, add the superiority die to the weapon's damage roll.

Passive

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class. While you are wearing armor, you gain a +1 bonus to AC.

ADDITIONAL FEATURES & TRAITS

TREASURE



Fighter 5

SPELLCASTING
CLASS

intelligence

SPELLCASTING
ABILITY

10

SPELL SAVE DC

2

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

1

SLOTS TOTAL

SLOTS EXPENDED

4

7

2

5

8

9

SPELLS KNOWN