

## Gardain

CHARACTER NAME

Fighter 1

CLASS & LEVEL

Mountain Dwarf

RACE

Acolyte

BACKGROUND

Lawful Good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+3

17

DEXTERITY

+0

10

CONSTITUTION

+3

16

INTELLIGENCE

+1

13

WISDOM

+1

12

CHARISMA

-1

8

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +5 Strength
- ☐ +0 Dexterity
- ☒ +5 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☒ +3 History (Int)
- ☒ +3 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +3 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

16

ARMOR CLASS

+0

INITIATIVE

25

SPEED

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I am tolerant of other faiths and respect the worship of other gods.

PERSONALITY TRAITS

Tradition. "The ancient traditions of worship and sacrifice must be preserved and upheld."

IDEALS

I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

BONDS

I am suspicious of strangers and expect the worst of them.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Maul

+5

2d6+3/b

Halberd

+5

1d10+3/s

Light crossl

+2

1d8/p

Armor: Chain Mail

Shield: None

Maul: (Action, two-handed melee weapon) Hit: 1d20 + 5 (Proficiency bonus + Strength modifier = 2 + 3 = 5)

Damage: 2d6 + 3 (Strength modifier = 3)

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Artisan's tools: mason, All armor, shields, simple weapons, martial weapons, battleaxes, handaxes, throwing hammers, warhammers.

Languages:

Common, Dwarvish, Halfling, Orc

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

20

EP

0

GP

8

PP

0

Chain mailMaulHalberdLight crossbow20 boltsDungeoneer's packHoly symbolPrayer book5 Sticks of incenseVestmentsSet of common clothesPouch with coins

EQUIPMENT

(See Features Page)

--Darkvision (60')

--Dwarven Resilience

--Fighting Style (Great Weapon Fighting)

--Second Wind

--Shelter of the Faithful

--Stonecunning

Gardain is born and raised in city of Telos. He has spent most of his life as guard in local temple. He is very dedicated to find and learn about ancient temples and holy relics.

Hook: You are looking for work while you find the Lost Temple of Semuanya.

FEATURES & TRAITS

# Features and Magic Items

## Gardain

### Subclasses

### Features

#### Darkvision (60')

**Source:** Race

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.

#### Dwarven Resilience

**Source:** Race (Dwarf)

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

#### Fighting Style (Great Weapon Fighting)

**Source:** Fighter

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.

#### Second Wind

**Source:** Fighter

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.

#### Shelter of the Faithful

**Source:** Background (Acolyte)

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells.

Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

### Stonecunning

**Source:** Race (Dwarf)

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. Languages.

### Magic Items