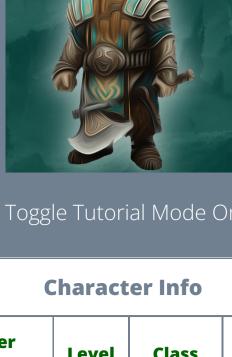


Character Sheet



| Toggle Tutorial Mode On | | | | | |
|-------------------------|-----------|-----|---------|-----|-----------------|
| | har | act | er Ir | ıfo | |
| Character Name | Level | | Class | | Race |
| Odin Silversword | 1 | | Fighter | | Mounta Dwarf |
| | | | | | |
| Ability So | core | S | | | Modifier |
| Strength | | 18 | | +4 | |
| Dexterity | Dexterity | | 12 | +1 | |
| Constitution | 13 | | 13 | +1 | |
| Intelligence | 8 | | -1 | | |
| Wisdom | | | 9 | -1 | |

Charisma

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Max HP

20

Armour Class

Armoured

Unarmoured

Other

Death saves

Prof Bonus

+2

Successes

Skills

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

Range

1.5m

1.5m

Weapon

Rapier

Unarmed

Actions in combat

Actions in combat

Spells

Actions in combat

Spells

Saving Throws

| | Charact | er Info |
|------|-----------|-----------|
| Togg | le Tutori | al Mode C |
| | | |

| Togg | gle Tutori | ial Mode C |
|---------------------|------------|------------|
| | Charact | er Info |
| Character Name | Level | Class |
| Odin Silversword | 1 | Fighter |

| Togg | le Tut | tori | al Mo | ode C | |
|---------------------|--------|------|-------|-------|---|
| | Chara | act | er In | fo | |
| Character Name | Lev | el | Cla | iss | |
| Odin Silversword | 1 | | Figh | nter | |
| | | | | | |
| Ability S | cores | 5 | | | ١ |
| Strength | | , | 1 & | | |

Mountain

+2

Prof

15

+4

+3

+1

-1

-1

+2

Current HP

20

Value

15

10

+3

Initiative

+3

Failures

Modifer

+1

-1

-1

+6

+2

-1

-1

+4

-1

-1

-1

-1

+2

+2

-1

+1

+1

-1

Damage

1d8+2

1d4

Attack, Cast a Spell,

Dash, Disengage, Dodge,

Grapple, Help, Hide,

Improvise, Ready,

Search, Shove, Use an

Object

Two Weapon Fighting

Second Wind

Opportunity Attack

Feather Fall

Actions

Attack

HIT/DC

+4

+1

Bonus Actions

Reactions

Background

Thanks to your noble birth, people are

inclined to think the best of you. You are

welcome in high society, and people assume

you have the right to be wherever you are.

The common folk make every effort to

accommodate you and avoid your

displeasure, and other people of high birth

treat you as a member of the same social

sphere. You can secure an audience with a

local noble if you need to.

Personality Traits

The common folk love me for my kindness

and generosity. If you do me an injury, I will

crush you, ruin your name, and salt your

fields.

Ideals

Noble Obligation. It is my duty to protect and

care for the people beneath me. (Good)

Bonds

Nothing is more important than the other

members of my family.

Flaws

I secretly believe that everyone is beneath

me.

Cantrips

Range

Spells

1st Level

Range

2nd Level

Range

HIT/DC

HIT/DC

HIT/DC

Effect

Effect

Effect

Time

Time

Time

Name

Name

Name

Prof