



# DUNGEONS & DRAGONS

**Rolf Odorstone**

CHARACTER NAME

**Fighter**

CLASS

PLAYER NAME

**Mountain Dwarf**

RACE

EXPERIENCE POINTS & LEVEL

**STRENGTH**

**17**

**+3**

**DEXTERITY**

**12**

**+1**

**CONSTITUTION**

**15**

**+2**

**INTELLIGENCE**

**8**

**-1**

**WISDOM**

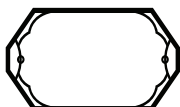
**10**

**+0**

**CHARISMA**

**14**

**+2**



## Great Weapon Fighting

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

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.

## Darkvision

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

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

## Stonecunning

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.

## Speed

Your base walking speed is 25 feet.

## Equipment

Chainmail

Greataxe

Explorers Pack

## Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

## EQUIPMENT

NAME

ATK BONUS

DAMAGE/TYPE

Greataxe

+5

1d12 Slashing + 3

## ATTACKS & SPELLCASTING

## Languages

Dwarvish  
Common

## NOTES

Hit Point Maximum **12**

CURRENT HIT POINTS

**+2**

PROFICIENCY

**16**

ARMOUR  
CLASS

**+1**

INITIATIVE

- ☒ **+5** Strength
- ☐ **+1** Dexterity
- ☒ **+4** Constitution
- ☐ **-1** Intelligence
- ☐ **+0** Wisdom
- ☐ **+2** Charisma

## SAVING THROWS

- ☐ **+1** Acrobatics (Dex)
- ☐ **+0** Animal Handling (Wis)
- ☐ **-1** Arcana (Int)
- ☒ **+5** Athletics (Str)
- ☐ **+2** Deception (Cha)
- ☐ **-1** History (Int)
- ☐ **+0** Insight (Wis)
- ☒ **+4** Intimidation (Cha)
- ☐ **-1** Investigation (Int)
- ☐ **+0** Medicine (Wis)
- ☐ **-1** Nature (Int)
- ☐ **+0** Perception (Wis)
- ☐ **+2** Performance (Cha)
- ☐ **+2** Persuasion (Cha)
- ☐ **-1** Religion (Int)
- ☐ **+1** Sleight of Hand (Dex)
- ☐ **+1** Stealth (Dex)
- ☐ **+0** Survival (Wis)

## SKILLS