



# Aldric the Brave

CHARACTER NAME

## Fighter 3

CLASS &amp; LEVEL

## Soldier

BACKGROUND

## Your Name

PLAYER NAME

STR	16	+3
DEX	14	+2
CON	15	+2
INT	10	+0
WIS	12	+1
CHA	8	-1

INSPIRATION
+2 PROFICIENCY BONUS
SAVING THROWS
+5 Strength +2 Dexterity +4 Constitution +0 Intelligence +1 Wisdom -1 Charisma
SKILLS
+2 Acrobatics (Dex) +1 Animal Handling (Wis) +0 Arcana (Int) +5 Athletics (Str) -1 Deception (Cha) +0 History (Int) +1 Insight (Wis) +1 Intimidation (Cha) +0 Investigation (Int) +1 Medicine (Wis) +0 Nature (Int) +3 Perception (Wis) -1 Performance (Cha) -1 Persuasion (Cha) +0 Religion (Int) +2 Sleight Of Hand (Dex) +2 Stealth (Dex) +3 Survival (Wis)

13	PASSIVE WISDOM (PERCEPTION)
----	--------------------------------

All armor	Dice set
Shields	Vehicles (land)
Simple weapons	Common
Martial weapons	Dwarvish

OTHER PROFICIENCIES &amp; LANGUAGES

CHARACTER NAME	FIGHTER 3	SOLDIER	YOUR NAME
CLASS & LEVEL	HUMAN	BACKGROUND	PLAYER NAME
RACE	Lawful Good	ALIGNMENT	900
EXPERIENCE POINTS	30 ft	SPEED	900
PERSONALITY TRAITS	I face problems head-on. A simple, direct solution is the best path to success.	IDEALS	Greater Good. Our lot is to lay down our lives in defense of others.
BONDS	I would still lay down my life for the people I served with.	FLAWS	I made a terrible mistake in battle that cost many lives, and I would do anything to keep that secret.
FEATURES & TRAITS	Fighting Style: Defense (+1 AC) Second Wind (1d10+3 HP) Action Surge (1/rest) Military Rank	NOTES	
EQUIPMENT	COPPER 0 SILVER 0 ELECTRUM 0 GOLD 15 PLATINUM 0		
	• Chain mail • Longsword • Shield • Handaxe (2) • Longbow • Quiver with 20 arrows • Explorer's pack • Insignia of rank • Trophy from fallen enemy • Dice set • Common clothes		



## Aldric the Brave

CHARACTER NAME

28

AGE

6'1 "

## HEIGHT

195 lbs

## WEIGHT

Blue

## EYES

Fair

## SKIN

**Brown**

## HAIR

## CHARACTER APPEARANCE

Aldric stands tall with a soldier's bearing, his posture straight and confident. His face bears the weathered look of someone who has seen battle, with a thin scar across his left cheek. He keeps his brown hair cropped short in military fashion, and his blue eyes hold a steady, determined gaze.

His chain mail is well-maintained but shows signs of heavy use, and he carries himself with the quiet confidence of an experienced warrior.

## CHARACTER BACKSTORY

Born to a farming family in the borderlands, Aldric enlisted in the local militia at sixteen after his village was raided by bandits. His natural aptitude for combat and unwavering courage quickly earned him recognition, and he rose through the ranks to become a sergeant.

During a border skirmish three years ago, Aldric led a patrol into an ambush. Though he fought valiantly and saved several of his men, the battle cost the lives of half his squad. The weight of those deaths haunts him still.

Seeking redemption and purpose, Aldric left the military and turned to adventuring. He hopes that by protecting the innocent and fighting evil, he can honor the memory of those who fell under his command.

## ALLIES & ORGANIZATIONS

## The Iron Brotherhood

A loose fellowship of former soldiers turned adventurers. Members share information about threats, offer shelter to each other, and occasionally band together for dangerous missions.

Aldric maintains contact with his former captain, now retired, who serves as his mentor and confidant.

#### ADDITIONAL FEATURES & TRAITS

- ♦ Martial Archetype: Champion
  - ♦ Improved Critical (19-20)

## TREASURE

- ♦ Silver locket with portrait of parents
  - ♦ Letter of commendation from former commander

## NOTES

Fighter		N/A	-	-
SPELLCASTING CLASS		SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS
<b>0</b>	CANTRIPS	<b>1</b> Slots: <b>0</b> Used: <b>0</b>	<b>2</b> Slots: <b>0</b> Used: <b>0</b>	
<b>3</b> Slots: <b>0</b> Used: <b>0</b>	<b>4</b> Slots: <b>0</b> Used: <b>0</b>	<b>5</b> Slots: <b>0</b> Used: <b>0</b>		
<b>6</b> Slots: <b>0</b> Used: <b>0</b>	<b>7</b> Slots: <b>0</b> Used: <b>0</b>	<b>8</b> Slots: <b>0</b> Used: <b>0</b>		
<b>9</b> Slots: <b>0</b> Used: <b>0</b>	NOTES		NOTES	

# Quick Reference

ALDRIC THE BRAVE

Fighter 3

CLASS &amp; LEVEL

+2

PROFICIENCY BONUS

-

SPELL SAVE DC

## Your Turn

<b>Movement</b>	Move up to 30 ft (can split)
<b>Action</b>	Attack, Dash, Dodge, Help, Hide, Ready, etc.
<b>Bonus Action</b>	Second Wind, off-hand attack
<b>Free Action</b>	Interact with one object, speak briefly
<b>Reaction</b>	Opportunity Attack when enemy leaves your reach

## Spells

## Actions

<b>Attack</b>	Melee or ranged weapon attack
<b>Dash</b>	Double movement for the turn
<b>Dodge</b>	Attacks against you have disadvantage
<b>Help</b>	Give ally advantage on next check
<b>Ready</b>	Prepare action with trigger

## Conditions

<b>Prone</b>	Melee adv, ranged disadv, half move to stand
<b>Grappled</b>	Speed 0, can break with Athletics/Acrobatics
<b>Restrained</b>	Speed 0, attacks have disadv, Dex saves disadv
<b>Stunned</b>	Incapacitated, auto-fail Str/Dex saves

## Cover

<b>Half</b>	+2 AC, +2 Dex saves
<b>3/4</b>	+5 AC, +5 Dex saves
<b>Full</b>	Can't be targeted directly

## Weapons

### Longsword

*Martial Melee*

#### 1d8 slashing

Versatile (1d10)

+5 to hit, +3 damage

### Handaxe

*Simple Melee*

#### 1d6 slashing

Light, Thrown (20/60)

+5 to hit, +3 damage

### Longbow

*Martial Ranged*

#### 1d8 piercing

Ammunition, Heavy, Range (150/600), Two-Handed

+4 to hit, +2 damage