

DUNGEONS & DRAGONS



Aldric the Brave

CHARACTER NAME

Fighter 3

CLASS & LEVEL

Soldier

BACKGROUND

Your Name

PLAYER NAME

| | | | | | | | | |
|---|--|-----------------------------------|--|----------------------------------|--|-------------------|----------------------|---|
| STR 16 +3 | INSPIRATION | 18 ARMOR CLASS | +2 INITIATIVE | 30 ft SPEED | I face problems head-on. A simple, direct solution is the best path to success. PERSONALITY TRAITS | | | |
| DEX 14 +2 | +2 PROFICIENCY BONUS | HIT POINT MAXIMUM 28 | CURRENT HIT POINTS 28 | TEMPORARY HIT POINTS 0 | Greater Good. Our lot is to lay down our lives in defense of others. IDEALS | | | |
| CON 15 +2 | SAVING THROWS +5 Strength +2 Dexterity +4 Constitution +0 Intelligence +1 Wisdom -1 Charisma | Total: 3d10 | HIT DICE Successes 3 Failures 2 | DEATH SAVES 0 | I would still lay down my life for the people I served with. BONDS | | | |
| INT 10 +0 | 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) | ATTACKS & SPELLCASTING | NAME ATK BONUS DAMAGE/TYPE | | | | | |
| WIS 12 +1 | | Longsword | +5 | 1d8+3 slashing | FLAWS • Fighting Style: Defense (+1 AC) • Second Wind (1d10+3 HP) • Action Surge (1/rest) • Military Rank | | | |
| CHA 8 -1 | | Handaxe | +5 | 1d6+3 slashing | FEATURES & TRAITS | | | |
| 13 PASSIVE WISDOM (PERCEPTION) | | Longbow | +4 | 1d8+2 piercing | NOTES | | | |
| All armor Shields Simple weapons Martial weapons | | | | | | | | |
| OTHER PROFICIENCIES & LANGUAGES | Dice set Vehicles (land) Common Dwarvish | EQUIPMENT | 0 COPPER | 0 SILVER | 0 ELECTRUM | 15 GOLD | 0 PLATINUM | 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

Blue

EYES

6'1"

HEIGHT

Fair

SKIN

195 lbs

WEIGHT

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

SPELLCASTING CLASS

N/A

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS**1** Slots: **0**
Used: **0****2** Slots: **0**
Used: **0****3** Slots: **0**
Used: **0****4** Slots: **0**
Used: **0****5** Slots: **0**
Used: **0****6** Slots: **0**
Used: **0****7** Slots: **0**
Used: **0****8** Slots: **0**
Used: **0****9** Slots: **0**
Used: **0**

NOTES

NOTES

Quick Reference

ALDRIC THE BRAVE

Fighter 3**+2**

PROFICIENCY BONUS

SPELL SAVE DC -

Your Turn

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

Spells

Actions

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

Conditions

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

Cover

| | |
|-------------|-----------------------------------|
| Half | +2 AC, +2 Dex saves |
| 3/4 | +5 AC, +5 Dex saves |
| Full | 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

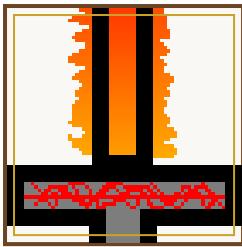
Longbow

Martial Ranged

1d8 piercing

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

+4 to hit, +2 damage



Flamebrand Longsword

A blade forged in dragonfire, its edge forever burning

TYPE Longsword

RARITY Rare

ATTUNEMENT Required

DAMAGE 1d8+2 slashing + 1d6 fire

DESCRIPTION

This elegant longsword has a blade of dark steel with veins of orange-red running through it like cooling magma. When drawn, the edge ignites with flickering flames that cast dancing shadows. The crossguard is shaped like two dragon wings, and the pommel bears a ruby that glows with inner fire. The leather-wrapped grip remains cool to the touch despite the blade's heat.

WEAPON STATISTICS

| PROPERTY | VALUE |
|-------------|-------------------------|
| Damage (1H) | 1d8 slashing |
| Damage (2H) | 1d10 slashing |
| Magic Bonus | +2 to attack and damage |
| Fire Damage | +1d6 fire damage |
| Weight | 3 lbs |
| Properties | Versatile |

MAGICAL PROPERTIES

Flaming Blade

Deals an additional 1d6 fire damage on hit

Flame Light

Sheds bright light 20 ft, dim light 20 ft more (command word)

Never Cold

You have resistance to cold damage while holding the sword

Magical Weapon

Attacks count as magical for overcoming resistance

The blade remembers the dragon that forged it. In battle, I swear I can hear it roar.

— Sir Kaelan Ashford, Knight of the Ember Order

COMBAT APPLICATIONS

Damage Calculation (One-Handed)

- Attack: d20 + STR mod + proficiency + 2
- Damage: 1d8 + STR mod + 2 (slashing) + 1d6 (fire)
- Average per hit: ~12 damage with +3 STR

Damage Calculation (Two-Handed)

- Attack: d20 + STR mod + proficiency + 2
- Damage: 1d10 + STR mod + 2 (slashing) + 1d6 (fire)
- Average per hit: ~14 damage with +3 STR

SPECIAL ABILITIES

Flame Burst (1/day)

- As a bonus action, wreath the blade in intense flame
- Next attack deals an extra 2d6 fire damage
- Target must make DC 15 DEX save or catch fire
- Burning target takes 1d6 fire at start of each turn
- Can use action to extinguish flames

Ignite (At will)

- Touch the blade to a flammable object to ignite it
- Can light torches, campfires, or oil without tinder

LORE & HISTORY

Flamebrand was forged by the red dragon Scoraxes as a gift for a human knight who saved his wyrmling from hunters. The dragon breathed fire upon the blade for seven days and nights, infusing it with elemental power.

The Frozen Keep

Sir Kaelan used the blade's warmth to survive a month trapped in ice

Battle of Ashford

The sword's flames ignited a troll's regenerating wounds

The Dragon's Return

Scoraxes recognized the blade and spared the current wielder