

## DUNGEONS &amp; DRAGONS



## 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

## 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

## Fighter 3

CLASS &amp; LEVEL

## Human

RACE

## Lawful Good

ALIGNMENT

## Your Name

PLAYER NAME

## 900

EXPERIENCE POINTS

18

+2

30 ft

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total: 3d10

Successes

Failures

HIT DICE

DEATH SAVES

## ATTACKS &amp; SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Longsword	+5	1d8+3 slashing
Handaxe	+5	1d6+3 slashing
Longbow	+4	1d8+2 piercing



COPPER



SILVER



ELECTRUM



GOLD



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

## EQUIPMENT



## Aldric the Brave

**CHARACTER NAME**

<b>28</b>	<b>6'1"</b>	<b>195 lbs</b>
AGE	HEIGHT	WEIGHT
<b>Blue</b>	<b>Fair</b>	<b>Brown</b>
EYES	SKIN	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

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

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

## 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

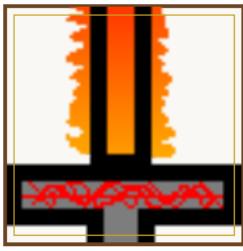
### Longbow

*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