



Aldric the Brave

CHARACTER NAME

Fighter 3

CLASS & LEVEL

Soldier

BACKGROUND

Your Name

PLAYER NAME

Human

RACE

Lawful Good

ALIGNMENT

900

EXPERIENCE POINTS

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

Shields

Simple weapons

Martial weapons

Dice set

Vehicles (land)

Common

Dwarvish

OTHER PROFICIENCIES & LANGUAGES

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

HIT POINT MAXIMUM 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total: 3d10

HIT DICE

Successes

Failures

DEATH SAVES

ATTACKS & SPELLCASTING

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

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

EQUIPMENT

Greater Good. Our lot is to lay down our lives in defense of others.

IDEALS

I would still lay down my life for the people I served with.

BONDS

I made a terrible mistake in battle that cost many lives, and I would do anything to keep that secret.

FLAWS

Fighting Style: Defense (+1 AC)

Second Wind (1d10+3 HP)

Action Surge (1/rest)

Military Rank

FEATURES & TRAITS

NOTES



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

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

CLASS & LEVEL

+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