

Realm of Warriors			PLAYER Josh	EXPERIENCE 6500
CHARACTER Thorin Ironforge	PROFESSION Warrior	LEVEL 5	RACE Dwarf	ALIGNMENT Lawful Good
PRIMARY PATH Battle Master	BACKGROUND Soldier	ANCESTRY Mountain Dwarf	REPUTATION Honorable	

ABILITY SCORES						
	MOD	SAVE	TOTAL	ROLL	RACE	MISC
MGT	3	5	17	15	2	0
AGL	1	1	12	12	0	0
END	3	6	16	14	2	0
INT	0	0	10	10	0	0
WIS	1	1	13	13	0	0
CHA	-1	-1	8	8	0	0

PASSIVE STATS			
PERCEPTION	WISDOM	INSIGHT	INTELLECT
14	11	11	10

FEATURES & TRAITS	
<ul style="list-style-type: none"><li>Darkvision (60 ft)</li><li>Dwarven Resilience (advantage vs poison)</li><li>Tool Proficiency (Smith's tools)</li><li>Stonecunning (History checks on stonework)</li><li>Fighting Style: Defense (+1 AC in armor)</li><li>Second Wind (1d10+5 HP, 1/short rest)</li><li>Action Surge (1/short rest)</li><li>Superiority Dice: 4d8</li></ul>	

CURRENCY				
CP	BP	SP	GP	PP
50		125	340	10

ATTACK MODIFIERS	
MELEE +5 MGT + Misc	RANGED +3 AGL + Misc

PHYSICAL TRAITS			
HEIGHT	WEIGHT	SIZE	AGE
4'5"	180 lbs	Medium	95
CREATURE TYPE	EYES	SKIN	HAIR
Humanoid	Brown	Tan	Black

TALENTS	
<ul style="list-style-type: none"><li>Dwarven Resilience</li><li>Stonecunning</li><li>Second Wind</li><li>Action Surge</li><li>Combat Superiority</li></ul>	

COMBAT STATS				
DEFENSE	INITIATIVE	WALK SPEED		STORED ADV.
14	1	25		
HIT POINTS			LIFE POINTS	
ARMOR	TEMP	HEALTH	CURRENT	MAX
18		45	45	45
BASE	AGL	SHIELD	MISC	ALIGN
9	1	2		1

SKILLS						
T	Skill Name	Attr	Mod	Rank	Misc	Total
<input type="checkbox"/>	Acrobatics	AGL	1	0	0	1
<input type="checkbox"/>	Animal Handling	WIS	1	0	0	1
<input checked="" type="checkbox"/>	Appraisal	INT	0	2	0	2
<input type="checkbox"/>	Arcana	INT	0	0	0	0
<input checked="" type="checkbox"/>	Athletics	MGT	3	3	0	6
<input checked="" type="checkbox"/>	Crafting	INT	0	4	2	6
<input type="checkbox"/>	Deception	CHA	-1	0	0	-1
<input checked="" type="checkbox"/>	History	INT	0	2	0	2
<input type="checkbox"/>	Insight	WIS	1	0	0	1
<input checked="" type="checkbox"/>	Intimidation	CHA	-1	3	0	2
<input type="checkbox"/>	Investigation	INT	0	0	0	0
<input type="checkbox"/>	Medicine	WIS	1	0	0	1
<input type="checkbox"/>	Nature	INT	0	0	0	0
<input checked="" type="checkbox"/>	Perception	WIS	1	3	0	4
<input type="checkbox"/>	Performance	CHA	-1	0	0	-1
<input type="checkbox"/>	Persuasion	CHA	-1	0	0	-1
<input type="checkbox"/>	Religion	INT	0	0	0	0
<input type="checkbox"/>	Sleight of Hand	AGL	1	0	0	1
<input type="checkbox"/>	Stealth	AGL	1	0	-2	-1
<input checked="" type="checkbox"/>	Survival	WIS	1	2	0	3

WEAPONS & ATTACKS				
ATTACK ACTION	BONUS	DAMAGE	TYPE	RANGE
Battleaxe	+5	1d8+3	Slashing	Melee
Handaxe	+5	1d6+3	Slashing	20/60
Light Crossbow	+3	1d8+1	Piercing	80/320

SPELLCRAFTING			
SPELL TN SAVE	ATTACK BONUS	CRAFTING PTS	CASTING
8 + INT Mod	INT Mod	/	
SPELL NAME		CP	DETAILS

PERSONALITY	

<b>TRAITS</b>	<b>IDEAL</b>
I judge people by their actions, not their words.	Greater Good - Our lot is to lay down our lives in defense of others.
<b>BOND</b>	<b>FLAW</b>
I fight for those who cannot fight for themselves.	I have little respect for anyone who is not a proven warrior.

**NOTES**

Currently seeking the lost forge of Clan Ironforge in the mountains.