



CHARACTER NAME

Orgoth

PLAYER
Sara

INFORMATION

PROFESSION
criminal

PRIMARY PATH
Power

RACE / ANCESTRY / BACKGROUND
dwarf / Grundari / soldier

COMBAT STATS

DEFENSE					INITIATIVE	WALK SPEED
BASE 9	AGL 2	SHIELD	MISC 0	TOTAL 11	2	25
ARMOR HP			HEALTH HP		LIFE POINTS	
CUR 0	MAX 0	CUR 8	MAX 11	CUR 16	MAX 16	

ABILITY SCORES

	MOD	SAVE	TOTAL	ROLL	RACE	MISC
MGT	4	4	18	15	1	2
AGL	2	2	14	14	0	0
END	3	3	16	13	1	2
INT	1	1	12	12	0	0
WIS	0	0	11	11	0	0
CHA	0	0	10	10	0	0

WEAPONS & ATTACKS

ATTACK ACTION	BONUS	DAMAGE	TYPE	RANGE

ATTACK MODIFIERS

MELEE			RANGED		
MGT 4	MISC 2	TOTAL 6	AGL 2	MISC 0	TOTAL 2

PASSIVE STATS

PERCEPTION (WIS)				INSIGHT (INT)			
BASE 10	SKILL 1	MISC 0	TOTAL 11	BASE 10	SKILL 1	MISC 0	TOTAL 11

FEATURES & TRAITS

Darkvision, Stonecunning, Iron Stomach, Forged, Underworld Contact
Adrenal Surge, Relentless Drive, Furious Momentum, Military Rank

TALENTS

TALENT LIST	STORED: <input type="text"/>
Rage, Brutal Strike, Primal Armor, Savage Momentum	

SKILLS T = trained

T	SKILL NAME	ATTR	MOD	RANK	MISC	TOTAL
<input type="checkbox"/>	Acrobatics	AGL	2	0	0	2
<input type="checkbox"/>	Animal Handling	WIS	0	0	0	0
<input type="checkbox"/>	Appraisal	INT	1	0	0	1
<input type="checkbox"/>	Arcana	INT	1	0	0	1
<input checked="" type="checkbox"/>	Athletics	MGT	4	1	0	5
<input type="checkbox"/>	Crafting	INT	1	0	0	1
<input checked="" type="checkbox"/>	Deception	CHA	0	1	0	1
<input type="checkbox"/>	Diplomacy	CHA	0	0	0	0
<input type="checkbox"/>	History	INT	1	0	0	1
<input type="checkbox"/>	Insight	INT	1	0	0	1
<input type="checkbox"/>	Intimidation	CHA	0	0	0	0
<input type="checkbox"/>	Investigation	INT	1	0	0	1
<input type="checkbox"/>	Medicine	INT	1	0	0	1
<input type="checkbox"/>	Nature	INT	1	0	0	1
<input checked="" type="checkbox"/>	Perception	WIS	0	1	0	1
<input type="checkbox"/>	Performance	CHA	0	0	0	0
<input type="checkbox"/>	Persuasion	CHA	0	0	0	0
<input type="checkbox"/>	Religion	INT	1	0	0	1
<input type="checkbox"/>	Slight of Hand	AGL				
<input type="checkbox"/>	Stealth	AGL	2	0	0	2
<input type="checkbox"/>	Streetwise	INT	1	0	0	1
<input type="checkbox"/>	Survival	WIS	0	0	0	0
<input type="checkbox"/>	Taming	WIS	0	0	0	0

ALIGNMENT & REPUTATION

ALIGNMENT	MOD 2	REPUTATION	MOD 2
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PERSONALITY TRAITS

<p>TRAITS</p> <p>I speak with the clipped tone of military discipline.</p>	<p>IDEAL</p> <p>Duty. My oath defines me.</p>
<p>BOND</p> <p>I fight for fallen comrades.</p>	<p>FLAW</p> <p>I follow orders blindly.</p>

ADVANCEMENT

LEVEL 1	EXPERIENCE (XP) 0	STORED ADVANCE
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PROFICIENCIES

Blacksmith Tools	Leatherworker Tools
Light	Simple
Thieves' Tools	

LANGUAGES

Common	Dwarvish
Goblin	

SPELLCRAFTING

<div>SPELL TN SAVE</div> <div>0</div> <div>8 + INT Mod</div>	<div>ATTACK BONUS</div> <div>0</div> <div>INT Mod</div>	<div>CRAFTING PTS</div> <div><div>CUR</div><div></div><div>MAX</div><div>0</div></div>	<div>CASTING</div>
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EQUIPMENT & INVENTORY

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TOTAL WEIGHT

CURRENCY

CP	BP	SP	GP	PP

PHYSICAL TRAITS

HEIGHT	WEIGHT	SIZE	AGE
4'1"	143 lb	Medium	35
CREATURE TYPE	EYES	SKIN	HAIR
Humanoid (Dwarf)	Hazel	Tan	Gray

FEATURE DEFINITIONS (OVERFLOW)

Darkvision: You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light.
Stonecunning: You are proficient in History checks and gain advantage when related to stonework.
Iron Stomach: You have resistance to poison damage.
Forged: You are proficient with Blacksmith and Leatherworker tools. These kits repair at twice the regular amount per charge.
Underworld Contact: You maintain a reliable link to local smugglers or fixers who can move small items, spread rumors, or provide safe hideouts.
Adrenal Surge: When you roll a natural 20 on a Might check or melee attack, gain temporary Health Points equal to your Might modifier.
Relentless Drive: When an attack reduces you below half Health Points, you may make a reaction attack to an enemy within 5 feet of you. This does not have to be the same enemy that attacked you.
Furious Momentum: When you reduce a creature to 0 LP, you may move up to 10 ft as part of the same action without provoking opportunity attacks.
Military Rank: Fellow soldiers and veterans recognize your rank and service. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses.

TALENT DEFINITIONS (OVERFLOW)

Rage: Your fury becomes a weapon, an instinctive state that channels pure energy into every strike. Rank 1: As a Bonus Action, enter into rage for 1 minute. While raging, you gain advantage on Might checks and saving throws, deal +2 damage to melee attacks, and gain resistance to bludgeoning, piercing, and slashing damage.
Brutal Strike: Your attacks land with bone-shattering impact, breaking both body and morale. Rank 1: When you score a critical hit, roll one additional damage die.
Primal Armor: Your body hardens under duress, adapting to absorb punishment. Rank 1: While not wearing armor, your Armor Hit Points equal your Endurance score. These points are restored after a short rest and can be healed.
Savage Momentum: Each strike fuels your next, driving you into a devastating rhythm of continuous power. Rank 1: When you hit a creature with a melee attack, gain +1 damage on your next melee attack made before the end of your next turn.

ADDITIONAL OVERFLOW

NOTES

Lined area for notes.

