

Realm of Warriors

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

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

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 9	AGL 1	SHIELD 2	MISC
			ALIGN 1

PASSIVE STATS

PERCEPTION	WISDOM	INSIGHT	INTELLECT
14	11	11	10

FEATURES & TRAITS

- Darkvision (60 ft)
- Dwarven Resilience (advantage vs poison)
- Tool Proficiency (Smith's tools)
- Stonecunning (History checks on stonework)
- Fighting Style: Defense (+1 AC in armor)
- Second Wind (1d10+5 HP, 1/short rest)
- Action Surge (1/short rest)
- Superiority Dice: 4d8

CURRENCY

CP	BP	SP	GP	PP
50		125	340	10

ATTACK MODIFIERS

MELEE +5 MGT + Misc	RANGED +3 AGL + Misc
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PHYSICAL TRAITS

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

TALENTS

- Dwarven Resilience
- Stonecunning
- Second Wind
- Action Surge
- Combat Superiority

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 8 + INT Mod	ATTACK BONUS INT Mod	CRAFTING PTS	CASTING
		/	

SPELL NAME	CP	DETAILS

PERSONALITY

TRAITS	IDEAL
I judge people by their actions, not their words.	Greater Good - Our lot is to lay down our lives in defense of others.
BOND	FLAW
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.