REALM OF WARRIORS

CHARACTER NAME
New Hero22

PLAYER
Player

INFORMATION

PROFESSION
artisan

PRIMARY PATH
Defense

RACE / ANCESTRY / BACKGROUND
dwarf / Molvryn / seafarer

COMBAT STATS

DEFENSE					INITIATIVE	WALK SPEED
BASE	AGL	SHIELD	MISC	TOTAL		
9	1		0	**10**	**1**	**25**

ARMOR HP		HEALTH HP		LIFE POINTS	
CUR	MAX	CUR	MAX	CUR	MAX
0	**0**	8	**8**	18	**18**

ABILITY SCORES

	MOD	SAVE	TOTAL	ROLL	RACE	MISC
MGT	**1**	1	13	13	0	0
AGL	**1**	1	12	12	0	0
END	**4**	4	18	15	1	2
INT	**0**	0	10	10	0	0
WIS	**3**	3	17	14	1	2
CHA	**-1**	-1	8	8	0	0

WEAPONS & ATTACKS

ATTACK ACTION	BONUS	DAMAGE	TYPE	RANGE

ATTACK MODIFIERS

MELEE				RANGED		
MGT	MISC	TOTAL		AGL	MISC	TOTAL
1	1	**2**		1	1	**2**

PASSIVE STATS

PERCEPTION (WIS)				INSIGHT (INT)			
BASE	SKILL	MISC	TOTAL	BASE	SKILL	MISC	TOTAL
10	3	0	**13**	10	0	0	**10**

FEATURES & TRAITS

Darkvision, Stonecunning, Iron Stomach, Rune Sense, Guild Membership

Hold the Line, Read the Threat, Unyielding Focus, Ship Passage

TALENTS

TALENT LIST   STORED:

SKILLS   T = trained

T	SKILL NAME	ATTR	MOD	RANK	MISC	TOTAL
☐	Acrobatics	AGL	1	0	0	1
☐	Animal Handling	WIS	3	0	0	3
☒	Appraisal	INT	0	1	0	1
☐	Arcana	INT	0	0	0	0
☒	Athletics	MGT	1	1	0	2
☐	Crafting	INT	0	0	0	0
☐	Deception	CHA	-1	0	0	-1
☒	Diplomacy	CHA	-1	1	0	0
☐	History	INT	0	0	0	0
☐	Insight	INT	0	0	0	0
☐	Intimidation	CHA	-1	0	0	-1
☐	Investigation	INT	0	0	0	0
☐	Medicine	INT	0	0	0	0
☒	Nature	INT	0	1	0	1
☐	Perception	WIS	3	0	0	3
☐	Performance	CHA	-1	0	0	-1
☐	Persuasion	CHA	-1	0	0	-1
☐	Religion	INT	0	0	0	0
☐	Slight of Hand	AGL				
☐	Stealth	AGL	1	0	0	1
☐	Streetwise	INT	0	0	0	0
☐	Survival	WIS	3	0	0	3
☐	Taming	WIS	3	0	0	3

ALIGNMENT & REPUTATION

ALIGNMENT	MOD	REPUTATION	MOD
	1		0

PERSONALITY TRAITS

TRAITS	IDEAL
I tell tall tales of the sea.	Freedom. The sea makes all equal.
BOND	**FLAW**
I love my ship more than life.	I drink excessively.

ADVANCEMENT

LEVEL	EXPERIENCE (XP)	STORED ADVANCE
1	0	

PROFICIENCIES

Light	Simple
Navigator's Tools	Jeweler's Tools

LANGUAGES

Common	Dwarvish
Ancient Dwarvish	

SPELLCRAFTING

SPELL TN SAVE	ATTACK BONUS	CRAFTING PTS		CASTING
		CUR	MAX	
0	0		0	
8 + INT Mod	INT Mod			

SPELL NAME	CP	DETAILS

EQUIPMENT & INVENTORY

TOTAL WEIGHT

CURRENCY

CP	BP	SP	GP	PP

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PHYSICAL TRAITS

HEIGHT	WEIGHT	SIZE	AGE
		Medium	
CREATURE TYPE	EYES	SKIN	HAIR
Humanoid (Dwarf)			

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.

Rune Sense: You have advantage on checks involving magical inscriptions or runes.

Guild Membership: Your guild offers workspace, trade materials, and connections with other artisans.

Hold the Line: When a hostile creature you can see moves within 5 ft of you, you may use your Reaction to make a melee attack. On a hit, the creature's speed becomes 0 until the end of your next turn.

Read the Threat: At the start of combat, you may make an Insight check with advantage to identify the most dangerous visible enemy (TN 8+DR). On a success, your first attack against that enemy has advantage.

Unyielding Focus: You have advantage on saves made to resist being knocked prone, disarmed, or shoved.

Ship Passage: You can secure passage on friendly ships for yourself and your companions. In return, you may be expected to assist the crew during the voyage.

TALENT DEFINITIONS (OVERFLOW)

ADDITIONAL OVERFLOW

NOTES