

Mukal Alegut

CHARACTER NAME

Level 1 Mountain Dwarf Barbarian
CHARACTER LEVEL, RACE, & CLASS

0
EXPERIENCE

Soldier
BACKGROUND

Neutral Good
ALIGNMENT DEITY

Player One
PLAYER NAME

STRENGTH

+4

19

DEXTERITY

+1

12

CONSTITUTION

+3

16

INTELLIGENCE

+0

10

WISDOM

+0

11

CHARISMA

+1

12

PROFICIENCY BONUS

+2

- ☒ +6 Strength
- ☐ +1 Dexterity
- ☒ +5 Constitution
- ☐ +0 Intelligence
- ☐ +0 Wisdom
- ☐ +1 Charisma

CONDITIONAL

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +6 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +0 History (Int)
- ☐ +0 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☒ +2 Nature (Int)
- ☒ +2 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

12 PASSIVE PERCEPTION

ARMOR

Chain Shirt

SHIELD

14

AC

ARMOR CLASS

MAXIMUM

15

HIT DICE

1d12

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

25ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

Darkvision

INSPIRATION

EXHAUSTION

Resistances. Poison

SPEED, SENSES, & CONDITIONS

- 1 Backpack
- 1 Bedroll (1)
- 1 Mess Kit (1)
- 1 Tinderbox (1)
- 10 Torch (10)
- 10 Rations (1 day) (10)
- 1 Waterskin (1)
- 1 Rope, Hempen (50 feet) (1)
- 1 Brewer's Supplies
- 1 Chain Shirt
- 1 Greataxe

CP SP EP GP PP WEIGHT
0 0 0 0 0 68.0 lb.

EQUIPMENT

INITIATIVE

+1

1 Attack / Attack Action

NAME	RANGE	ATTACK	DAMAGE / TYPE
Greataxe	5 ft	+6 vs AC	1d12 + 4 slashing
Heavy, Two-Handed			

ATTACKS & SPELLCASTING

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Stonecunning. A +4 on Intelligence (History) check related to origin of stonework.

Dwarven Armor Training. You have proficiency with light and medium armor.

Rage (Bonus Action—2/Day). Advantage on Strength checks and Strength Saving Throws. A +2 to damage rolls with strength melee weapon attacks. You have resistance to bludgeoning, piercing, and slashing damage.

Unarmored Defense. While you aren't wearing armor, your AC equals 14. You can use a shield and still gain this benefit.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields
Weapon Proficiencies. Battleaxe, Handaxe, Light Hammer, Warhammer, Simple Weapons, Martial Weapons
Tool Proficiencies. Vehicles land, Brewer's supplies, Playing card set
Languages. Common, Dwarvish

PROFICIENCIES & LANGUAGES



Mukal Alegut

CHARACTER NAME

Male

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I can stare down a hell hound without flinching.
I enjoy being strong and like breaking things.

PERSONALITY TRAITS

Independence. When people follow orders blindly,
they embrace a kind of tyranny. (Chaotic)

IDEAL

My honor is my life.

BOND

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

FLAW

Military Rank

You have a military rank from your career
as a soldier. Soldiers loyal to your former
military organization still recognize your
authority and influence, and they defer to
you if they are of a lower rank. You can
invoke your rank to exert influence over
other soldiers and requisition simple
equipment or horses for temporary use.
You can also usually gain access to

... .. BACKGROUND FEATURE

TRINKET

War has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

When you choose this background, work with your DM to determine which military organization you were a part of, how far through its ranks you progressed, and what kind of experiences you had during your military career. Was it a standing army, a town guard, or a village militia? Or it might have been a noble's or merchant's private army, or a mercenary company.

BACKGROUND STORY

ADDITIONAL FEATURES

ADDITIONAL TREASURE

Darkvision

Vision

Many creatures in the worlds of D&D, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Dwarf

Player's Handbook

Dwarven Resilience

Racial Trait

You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarf

Player's Handbook

Stonecunning

Racial Trait

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Dwarf

Player's Handbook

Dwarven Armor Training

Racial Trait

You have proficiency with light and medium armor.

Mountain Dwarf

Player's Handbook

Rage

Class Feature

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Barbarian

Player's Handbook

Unarmored Defense

Class Feature

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Barbarian

Player's Handbook