DUNGEONS & DRAGONS®

Hallgrim Donnerfaust	Fighter (Samurai) 4	Soldier (Officer)
CHARACTER NAME	CLASS & LEVEL	BACKGROUND
	Dwarf (Hill)	LG
	RACE	ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH	+3	16
DEXTERITY	+0	10
CONSTITUTION	+3	16
INTELLIGENCE	+0	10
WISDOM	+2	14
CHARISMA	+0	10

INSPIRATION

+2 PROFICIENCY BONUS

◉	+5	Strength
○	+0	Dexterity
◉	+5	Constitution
○	+0	Intelligence
○	+2	Wisdom
○	+0	Charisma

SAVING THROWS

○	+0	Acrobatics (Dex)
◉	+4	Animal Handling (Wis)
○	+0	Arcana (Int)
◉	+5	Athletics (Str)
○	+0	Deception (Cha)
○	+0	History (Int)
○	+2	Insight (Wis)
◉	+2	Intimidation (Cha)
○	+0	Investigation (Int)
○	+2	Medicine (Wis)
○	+0	Nature (Int)
◉	+4	Perception (Wis)
○	+0	Performance (Cha)
○	+0	Persuasion (Cha)
○	+0	Religion (Int)
○	+0	Sleight of Hand (Dex)
○	+0	Stealth (Dex)
○	+2	Survival (Wis)

SKILLS

16 ARMOR CLASS

+0 INITIATIVE

25ft SPEED

Hit Point Maximum 50

50

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4

1d10+3

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I've lost too many friends, and I'm slow to make new ones.

I can stare down a hell hound without flinching.

PERSONALITY TRAITS

Greater Good. Our lot is to lay down our lives in defense of others. (Good)

IDEALS

Those who fight beside me are those worth dying for.

BONDS

I'd rather eat my armor than admit when I'm wrong.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
greataxe	+5	1d12+3 sl
light crossbow	+2	1d8 p

warhammer +5 1d8+3 (one Hand) or 1d10+3 (two Hands)

ATTACKS & SPELLCASTING

Background Soldier
Skill Proficiencies: Athletics, Intimidation
Tool Proficiencies: One type of gaming set, vehicles (land)
Feature: 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 o f 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 friendly military encampments and fortresses where your rank is recognized.

Class: Fighter
Level 1
- fighting style: Great Weapon fighting
When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- Second Wind
You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Level 2
- Action surge
Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.
Once you use this feature, you must finish a short or long rest before you can use it again.

Level 4
- Feat: Heavy Armor Master
You can use your armor to deflect strikes that would kill others. You gain the following benefits:
• Increase your Strength score by 1, to a maximum of 20.
• While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 3.

Martial Archetype: Samurai
Level 3
- Bonus Proficiencies
When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice. (Persuasion)
- Fighting Spirit
Starting at 3rd level, your intensity in battle can shield you and help you strike true. As a bonus action on your turn, you can give yourself advantage on weapon attack rolls until the end of the current turn. When you do so, you also gain 5 temporary hit points.
You can use this feature three times, and you regain all expended uses of it when you finish a long rest.

FEATURES & TRAITS

14 PASSIVE WISDOM (PERCEPTION)

Weapons: simple, martial
Armor: light, medium, heavy, shield
Tools: vehicles (land), dice set, smith's tools
languages: dwarvish, common

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 10
PP

chain mail, Greataxe, light crossbow, warhammer, an insignia of rank, a trophy taken from a fallen enemy (piece of a banner), a set of bone dice, a set of common clothes, and a belt pouch
explorer's pack
Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it

EQUIPMENT

Hallgrim Donnerfaust

CHARACTER NAME

150 j	1,35m	70kg
AGE	HEIGHT	WEIGHT
grün	hellbraun	rotbraun
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Dwarf Traits:
Ability Score Increase. Your Constitution score increases by 2.
Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.
Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage
Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, throwing hammer, and warhammer.
Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.
Stonecunning. 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.
Languages. You can speak, read, and write Common and Dwarvish.
Subrace: Hill Dwarf
Ability Score Increase. Your Wisdom score increases by 1.
Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

ADDITIONAL FEATURES & TRAITS

KEOGHTOM'S OINTMENT
Wondrous item, uncommon
This glass jar, 3 inches in diameter, contains 1d4+1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound.
As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8+2 hit points, ceases to be poisoned, and is cured of any disease.

CHARACTER BACKSTORY

TREASURE

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1

PREPARED | SPELL NAME

2

3

4

5

6

7

8

9