

# Dagnal Battlehammer

CHARACTER NAME

1 Fighter (Champion)

LEVEL & CLASS

PLAYER NAME

Soldier

BACKGROUND Officer

Dwarf, Mountain

RACE

EXPERIENCE

300

Next Level

STRENGTH

+3

17

DEXTERITY

+1

12

CONSTITUTION

+2

15

INTELLIGENCE

-1

8

WISDOM

+2

14

CHARISMA

0

10

+5 STR ☐ -1 INT  
+1 DEX ☐ +2 WIS  
+4 CON ☐ 0 CHA

RESISTANCES

Poison

Adv. on saves vs. poison

SAVING THROWS

+1 Acrobatics (Dex)  
+4 Animal Handling (Wis)  
-1 Arcana (Int)  
+5 Athletics (Str)  
0 Deception (Cha)  
-1 History (Int)  
+2 Insight (Wis)  
+2 Intimidation (Cha)  
-1 Investigation (Int)  
+2 Medicine (Wis)  
-1 Nature (Int)  
+2 Perception (Wis)  
0 Performance (Cha)  
0 Persuasion (Cha)  
-1 Religion (Int)  
+1 Sleight of Hand (Dex)  
+1 Stealth (Dex) [disadv.]  
+4 Survival (Wis)  
Tool

SKILLS

12  
MAXIMUM  
HIT POINTS

+2  
PROFICIENCY  
BONUS

18  
ARMOR  
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+1

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVED

LEVEL DIE USED

1 d10+2

HIT DICE

ENCUMBERED

25 ft

25 ft

SPEED

FEATURE

Second Wind (1d10+1)

MAX

RECOVER

USED

1

SR

LIMITED FEATURES

ACTIONS

BONUS ACTIONS

REACTIONS

Second Wind

ACTIONS

ATTACK NAME

PROF ABILITY

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

Battleaxe

✓ Str

Melee

+5

1d8+5

Slashing

Versatile (1d10); Re-roll 1 or 2 on damage die when two-handed

DESCRIPTION

Light Crossbow

✓ Dex

80/320 ft

+3

1d8+1

Piercing

Ammunition, loading, two-handed

ATTACKS: WEAPONS & CANTRIPS

PASSIVE WISDOM (PERCEPTION)

12

Darkvision 60 ft

SENSES

NAME

TOTAL

Bolts

20

AMMUNITION

NAME

TOTAL

AMMUNITION

Champion, level 1:

• Dueling Fighting Style (Fighter 1, BR 27)

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

• Second Wind (Fighter 1, BR 27) [1d10+1, 1× per short rest]

As a bonus action, I regain 1d10 + fighter level HP; I can use this once per short rest

CLASS FEATURES

I enjoy being strong and like breaking things.

I face problems head-on. A simple, direct solution is the best path to success.

PERSONALITY TRAITS

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

IDEALS

Someone saved my life on the battlefield. To this day, I will never leave a friend behind.

BONDS

I obey the law, even if the law causes misery.

FLAWS

Feature Name: **Military Rank**

I have a military rank from my career as a soldier. Soldiers loyal to my former military organization still recognize my authority and influence. I can invoke my rank to influence soldiers and temporarily requisition simple equipment or horses. I can usually gain access to friendly military encampments and fortresses where my rank is recognized.

BACKGROUND FEATURE

Mountain Dwarf (+2 Strength, +2 Constitution)

Stonecunning:

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

RACIAL TRAITS

ADVENTURING GEAR

# LB

ADVENTURING GEAR

# LB

ADVENTURING GEAR

# LB

Backpack, with:

5

Common clothes

3

- Bedroll

7

Insignia of rank

- Mess kit

1

Trophy from fallen enemy

- Tinderbox

1

Playing cards

- Torches

10

Belt pouch (with coins)

1

- Rations, days of

10

Chain Mail

55

- Waterskin

5

Shield

6

- Hempen rope, feet of

50

Battleaxe

1

4

Light Crossbow

1

5

Crossbow bolts

20

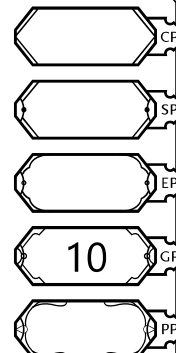
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SUBTOTAL

SUBTOTAL  
EQUIPMENT 59

ATTUNED MAGICAL ITEMS

SUBTOTAL 75.5



WEIGHT CARRIED  
135 lb

CARRYING CAPACITY  
255 lb

PUSH/DRAW/LIFT  
256 - 510 lb



Dagnal Battlehammer

CHARACTER NAME

Female  
GENDER

137  
AGE

Medium  
SIZE

4'5"  
HEIGHT

165 lbs.  
WEIGHT

Lawful Good  
ALIGNMENT

Selune  
FAITH

Dark Red  
HAIR

Hazel  
EYES

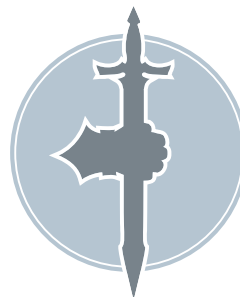
Light Brown  
SKIN

CHARACTER PORTRAIT

Allies: Randal Evenwood, Merla Greenbottle, Erevan Galanodel, Thorin Holderhek

ORGANIZATION

The Order of the Gauntlet



SYMBOL

ALLIES & ORGANIZATIONS

A burly mountain dwarf of moderate height and age.

APPEARANCE

Modest

LIFESTYLE

DAILY PRICE

1 gp

ENEMIES

CHARACTER HISTORY