DUNGEONS & DRAGONS®

Bharnum

CHARACTER NAME

Fighter 2	Soldier	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Hill Dwarf	Lawful Neutral	0
RACE	ALIGNMENT	EXPERIENCE POINTS

+2 PROFICIENCY BONUS

INSPIRATION

15 — +2 STRENGTH
- +4 SAVING THROWS
- +4 ATHLETICS

8 — -1 DEXTERITY
- -1 SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

17 — +3 CONSTITUTION
- +5 SAVING THROWS

10 — +0 INTELLIGENCE
- +0 SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

14 — +2 WISDOM
- +2 SAVING THROWS
- +4 ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- +4 SURVIVAL

12 — +1 CHARISMA
- +1 SAVING THROWS
- ___ DECEPTION
- +3 INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

11 PASSIVE WISDOM (PERCEPTION)

18	-1	25
ARMOR CLASS	INITIATIVE	SPEED

HIT POINT MAXIMUM 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1 — d10 — HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.

PERSONALITY TRAITS

Responsibility. I do what I must and obey just authority.

IDEALS

Those who fight beside me are worth dying for.

BONDS

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

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
battleaxe (1H)	+4	1d8 + 2
battleaxe (2H)	+4	1d10 + 2
handaxe	+4	1d6 + 2

If the battleaxe is wielded in both hands, the damage die is increased but your AC is reduced by 2 as you have to drop or stow your shield.

A handaxe is a light melee weapon can be used in melee or thrown (range 20/60, same numbers as above).

ATTACKS & SPELLCASTING

Darkvision, Dwarven Resilience, Dwarven Toughness, Stonecunning

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use you reaction to impose disadvantage on the attack roll. You must be wielding a shield.

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.

Disadvantage on Stealth (Dexterity) checks due to wearing chain mail.

Action Surge (once per rest). 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.

FEATURES & TRAITS

Tools: smith's tools, gaming set
Languages: Common, Dwarvish
Instrument: mandolin
Armor: all armor, shields
Weapons: simple weapons, martial weapons

OTHER PROFICIENCIES & LANGUAGES

insignia of rank (standard bearer), trophy taken from a fallen enemy (_____), set of bone dice, common clothes, pouch with 10 gp
chain mail, wooden shield
Explorer's pack: backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 ft. of hempen rope
mandolin

EQUIPMENT & CHARACTER NOTES

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