



SKELLI PATHER

Fighter 1

CLASS & LEVEL

0

EXPERIENCE POINTS

PLAYER NAME

Mountain Dwarf

RACE/ANCESTRY/HERITAGE

Soldier

BACKGROUND

CAMPAIGN or PLAYER ID

STR
+3
17

+2 PROFICIENCY BONUS

DEX
+1
13

CON
+3
16

INT
-1
8

WIS
+1
12

CHA
+0
10

SAVING THROWS

- +5 Strength Saves *
 - +1 Dexterity Saves
 - +5 Constitution Saves *
 - 1 Intelligence Saves
 - +1 Wisdom Saves
 - +0 Charisma Saves
- * Prof. bonus added

SKILLS

- +3 Acrobatics (Dex) *
- +1 Animal Handling (Wis)
- 1 Arcana (Int)
- +5 Athletics (Str) *
- +0 Deception (Cha)
- 1 History (Int)
- +1 Insight (Wis)
- +2 Intimidation (Cha) *
- 1 Investigation (Int)
- +1 Medicine (Wis)
- 1 Nature (Int)
- +1 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- 1 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex) (Disadv.)
- +3 Survival (Wis) *

* Prof. bonus added

11 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons, battleaxe, handaxe, throwing hammer, warhammer

Tools: gaming set (dice set), mason's tools, vehicles (land craft)

Saving Throws: Strength, Constitution

Skills: Acrobatics, Athletics, Intimidation, Survival

Languages: Common, Dwarvish

ENCUMBRANCE

Lifting & Carrying: 255 lbs. max. carrying capacity; 510 lbs. pushing or dragging (speed -5 ft.); 510 lbs. max. lift.



ARMOR CLASS (AC)

16



INITIATIVE

+1



SPEED

25 ft.

Armor Worn: chain mail



HIT POINTS

13

HIT DICE

1d10

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d12+3 slashing damage. (Must be used two-handed.)

Javelin. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Fighting Style: Great Weapon Fighting. Reroll 1 or 2 on damage dice with two-handed melee weapons.

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: chain mail armor (AC 16), greataxe, javelin, gaming set (dice set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 122 lbs.; add 1 lb. per 50 coins carried.)

Magic Items [DMG p. 135]
• *potion of healing* (2d4+2 hp)

(a) *Item attuned to character.*

Coins & Gems: 15 gold pieces (gp); 31 silver pieces (sp); 8 copper pieces (cp); 4 gems (worth 10 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral Good. I help others according to their needs and promote compassion above all else.

Soldier Background [PHB p. 140]

- **Feature:** Military Rank.
- **Traits:** Was once held hostage by enemy. Reputation as possibly insane.
- **Ideal:** Obey and be obeyed.
- **Bond:** War buddies are only family.
- **Flaw:** Haunted by war crimes.

Mountain Dwarf Traits [PHB p. 20]

- Creature Type: Humanoid
- Age: 103 years old
- Medium Size (4' 6", 154 lbs.)
- Speed not reduced by heavy armor
- Darkvision (60 feet)
- Dwarven Resilience (versus poison)
- Dwarven Armor Training (light, med.)
- Dwarven Combat Training (var. weapons)
- Tool Proficiency (mason's tools)
- Stonecunning (stonework lore)

Fighter Class Features [PHB p. 70]

- Fighting Style (Great Weapon Fighting)
- Second Wind (regain 1d10+1 h.p.)