

Alexandro Forgeborn

CHARACTER NAME

Fighter (1)

CLASS & LEVEL

Human/Calishite

RACE

Retired guard

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+1

12

CONSTITUTION

+3

16

INTELLIGENCE

0

10

WISDOM

+1

12

CHARISMA

0

11

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

16

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

1x
(1d10+3)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Crossbow, light

+3

1d8+1 piercing

Greatsword

+5

2d6+3 slashing

Number of Attacks: 1

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Calligrapher's Supplies

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Heavy; Light; Medium; Shields

Language Proficiencies: Common; Dwarvish; Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

15

PP

TREASURE

EQUIPMENT

Backpack
Bedroll
Chain mail
Crossbow bolt x20
Mess kit
Rations (1 day) x10
Rope, hempen
Shield
Tinderbox
Torch x10
Waterskin



Alexandro Forgeborn

CHARACTER NAME

25

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY

-----Bonus Actions-----

Second Wind. Regain 1d10 +1 HPs (use once/rest).

-----Other Traits-----

Great Weapon Fighting Style. 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.