



OLVARD ALANTH

Fighter 1
CLASS & LEVEL
Mountain Dwarf
RACE

0
EXPERIENCE POINTS
Outlander
BACKGROUND

bhamv3
PLAYER NAME
CAMPAIGN or PLAYER ID

STR
+3
16

+2 PROFICIENCY BONUS

ARMOR CLASS (AC) INITIATIVE
19 **+1** **25 ft.**

SPEED

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

DEX
+1
13

SAVING THROWS

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

Armor Worn: Chain mail and shield

HIT POINTS HIT DICE
13 **1d10**

DEATH SAVES: Success O O O Fail O O O

Mountain Dwarf Traits [PHB p. 20]

- Age: 55 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)

CON
+3
16

SKILLS

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

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Battleaxe. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 1d8+3 slashing damage. (If used two-handed in melee, does 1d10+3 damage.)

Fighter Class Features [PHB p. 70]

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

INT
+0
10

WIS
+1
12

CHA
-1
8

13 PASSIVE WISDOM (PERCEPTION)

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 & SPECIAL ATTACKS

Fighting Style: Defense. In armor, gain +1 to AC.

Outlander Features [PHB p. 136]

- Wanderer

PROFICIENCIES & LANGUAGES

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

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

Tools: one type of musical instrument, mason's tools

Saving Throws: Strength, Constitution

Skills: Acrobatics, Athletics, Perception, Survival

Languages: Common, Dwarvish, Orc

EQUIPMENT & TREASURE

Carried Gear: chain mail armor (AC 16), shield (AC +2), battleaxe, javelin, belt pouch, set of traveler's clothes, hunting trap, a staff, a trophy from an animal you killed

Lifting and Carrying: 240 lbs. max. carrying capacity; 480 lbs. pushing or dragging (speed -5 ft.); 480 lbs. max. lift.

Coins & Gems: 9 gold pieces (gp); 20 silver pieces (sp); 7 copper pieces (cp); 4 gems (worth 10 gp each)