



# 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

DEX  
**+1**  
13

CON  
**+3**  
16

INT  
**+0**  
10

WIS  
**+1**  
12

CHA  
**-1**  
8

## SAVING THROWS

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

## 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) \*

\* Prof. bonus added

**13** PASSIVE WISDOM (PERCEPTION)

## 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

ARMOR CLASS (AC)

INITIATIVE

**19**

**+1**

**25 ft.**

Armor Worn: Chain mail and shield

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.

**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.)

**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.

## SPEED

## FEATURES, TRAITS & MORE

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

### 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)

### Fighter Class Features [PHB p. 70]

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

### Outlander Features [PHB p. 136]

- Wanderer

## 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)