



RUHG NORWIND

Fighter 6 (Champion)
CLASS & LEVEL
Human (or cursed red dragon?)
RACE/ANCESTRY/HERITAGE

14,420
EXPERIENCE POINTS
Outlander
BACKGROUND

Matthew Stanton
PLAYER NAME
Dan's Google NYC Group
CAMPAIGN or PLAYER ID

STR
+5
20

+3 PROFICIENCY BONUS

ARMOR CLASS (AC)
16

INITIATIVE
+2

SPEED
30 ft.

DEX
+2
14

SAVING THROWS

- +8 Strength Saves *
- +2 Dexterity Saves
- +5 Constitution Saves *
- +1 Intelligence Saves
- +0 Wisdom Saves
- 1 Charisma Saves
- * Prof. bonus added

CON
+2
15

SKILLS

- +2 Acroba cs (*Dex*)
- +3 Animal Handling (*Wis*) *
- +1 Arcana (*Int*)
- +8 Athle cs (*Str*) *
- 1 Deception (*Cha*)
- +4 History (*Int*) *
- +0 Insight (*Wis*)
- 1 Intimidation (*Cha*)
- +1 Investigation (*Int*)
- +0 Medicine (*Wis*)
- +1 Nature (*Int*)
- +0 Perception (*Wis*)
- 1 Performance (*Cha*)
- 1 Persuasion (*Cha*)
- +1 Religion (*Int*)
- +2 Sleight of Hand (*Dex*)
- +2 Stealth (*Dex*) (*Disadv.*)
- +3 Survival (*Wis*) *

INT
+1
13

WIS
+0
11

CHA
-1
9

10 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

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

Weapons: simple weapons, martial weapons

Tools: musical instrument (flute)

Saving Throws: Strength, Constitution

Skills: Acrobatics, Animal Handling, Athletics, Survival

Languages: Common, Giant, Orc

ENCUMBRANCE

Lifting & Carrying: 300 lbs. max. carrying capacity; 600 lbs. pushing or dragging (speed -5 ft.); 600 lbs. max. lift.



HIT POINTS
52

HIT DICE
6d10

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Extra Attack. When making an Attack action, you may make two attacks rather than one.

Maul. Melee Weapon Attack: +8 to hit, reach 5 ft. Hit: 2d6+5 bludgeoning damage. (Must be used two-handed.)

Javelin. Melee Weapon Attack: +8 to hit, reach 5 ft. Hit: 1d6+5 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), maul, javelin, belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 151 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 710 gold pieces (gp); 72 silver pieces (sp); 40 copper pieces (cp); 2 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Chaotic Evil. I violently follow my greed, hatred, or bloodlust, promoting my own freedom and control over others.

Outlander Background [PHB p. 136]

- **Feature:** Wanderer.
- **Traits:** Abrasive to everyone. Obsessed with becoming a dragon again.
- **Ideal:** Selfish desires and broken rules are the parents of invention.
- **Bond:** Respects only the strong.
- **Flaw:** Never forgives an insult.

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: Appears 20s?
- Medium Size (6' 0", 190 lbs.)

Fighter Class Features [PHB p. 70]

- Fighting Style (Great Weapon Fighting)
- Second Wind (regain 1d10+6 h.p.)
- Action Surge (extra action in turn once betw. short rests)
- Improved Critical (crit on 19 or 20)
- Extra Attack (2/attack)

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.