DUNGEONS & DRAGONS®

Trech Anvil

CHARACTER NAME

Fighter 2	Soldier	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Dwarf	Neutral Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH 16

DEXTERITY 10

CONSTITUTION 15

INTELLIGENCE 12

WISDOM 8

CHARISMA 13

INSPIRATION

2 PROFICIENCY BONUS

SAVING THROWS

- (•) ____ Strength
- ( ) ____ Dexterity
- (•) ____ Constitution
- ( ) ____ Intelligence
- ( ) ____ Wisdom
- ( ) ____ Charisma

SKILLS

- ( ) ____ Acrobatics (Dex)
- ( ) ____ Animal Handling (Wis)
- ( ) ____ Arcana (Int)
- (•) ____ Athletics (Str)
- ( ) ____ Deception (Cha)
- ( ) ____ History (Int)
- ( ) ____ Insight (Wis)
- (•) ____ Intimidation (Cha)
- ( ) ____ Investigation (Int)
- ( ) ____ Medicine (Wis)
- ( ) ____ Nature (Int)
- (•) ____ Perception (Wis)
- ( ) ____ Performance (Cha)
- ( ) ____ Persuasion (Cha)
- ( ) ____ Religion (Int)
- ( ) ____ Sleight of Hand (Dex)
- ( ) ____ Stealth (Dex)
- (•) ____ Survival (Wis)

PASSIVE WISDOM (PERCEPTION)

Dwarven, Common.
Dice games
Vehicles (land)
Siege weapons
All armor and shields.
All simple and martial weapons.

OTHER PROFICIENCIES & LANGUAGES

18 ARMOR CLASS

0 INITIATIVE

25 SPEED

Hit Point Maximum 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2

d10

HIT DICE

SUCCESSES ( ) ( ) ( )

FAILURES ( ) ( ) ( )

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
battleaxe		1d8+3 s
crossbow		1d8 p

Battleaxe 1d8+str, versatile 1d10
Light crossbow 1d8; loading, two handed.

ATTACKS & SPELLCASTING

CP
SP
EP
GP 10
PP

Insignia of rank (foot soldier - honored), trophy (banner of Salisdain knights), iron dice, common clothes, belt with coins.

Chainmail, battleaxe, short sword, steel shield. Light crossbow and 20 ammunition. Explorer's pack (backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.)

EQUIPMENT

I am haunted by my memories of war. at times, it is hard to get the images of merciless violence out of my mind.

PERSONALITY TRAITS

I do what I must and obey just authority.

IDEALS

Those who fight beside me are worth dying for.

BONDS

I feel I have no people now, and try to make up for it with undying loyalty and service.

FLAWS

Military Rank: When attired appropriately, Trech can pull rank on lesser Sons of the Wolf. He is well acquainted with the regional military.
Darkvision 60'.
Dwarven Resilience (advantage on saving throws against poison, and resistance on damage from poison)
Dwarven Combat Training (proficiency with battleaxe, handaxe, throwing hammer, warhammer)
Siege weaponry (considered proficient with heavy artillery such as catapult or ballistae).

Mountain Dwarf.

Fighting Style: Protection (use reaction to impose disadvantage on an attack against an ally within 5', must use shield.)
Second Wind (bonus action regain 1d10+con hp)
Action Surge (extra action once before a rest)

FEATURES & TRAITS

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