

Character Name

Player Name

Mountain Dwarf Fighter (Soldier) 2

STRENGTH **DEXTERITY** **CONSTITUTION**
+3 (16) **-1** (8) **+3** (16)
 Save +5 Save +5
 Athletics +5

INTELLIGENCE **WISDOM** **CHARISMA**
+0 (10) **+2** (14) **+1** (12)
 Animal H. +4 Intimidation +3
 Perception +4

Armour Class	Hit Points	Hit Dice
18	23	2d10
Initiative	Speed	Passive Perception
-1	25 ft.	14

Attacks	To-Hit	Damage	Range
Battleaxe	+5	1d8+5	Melee
Handaxe	+5	1d6+5	20/60 ft.

Bonus Actions

You may use your Second Wind as a bonus action.

Equipment

Chainmail	Backpack
Battleaxe	Bedroll
Shield	Mess Kit
2 Handaxes	Tinderbox
	10 torches
	10 days rations
	Waterskin
	50 feet rope



Second Wind: 1d10+2

As a bonus action, you may regain 1d10+2 hit points. You regain this ability after you take a short rest.

Action Surge

Once per short or long rest, you may take another action in addition to your regular action, bonus action and move.

Stonecunning +4

Whenever you make an Intelligence check related to the origin of stonework, you are considered to be proficient in the History skill and add double your proficiency bonus to the check instead of your normal proficiency bonus.

Dwarven Resilience

You have **advantage** on **saving throws** against poison, and you have **resistance** to poison damage.