

D&D ADVENTURERS LEAGUE



Jorgen Galdehorn

CHARACTER NAME

Fighter Level 5 Outlander

CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

Human
RACE

Chaotic Good
ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

STRENGTH

18

+4

DEXTERITY

12

+1

CONSTITUTION

14

+2

INTELLIGENCE

8

-1

WISDOM

10

+0

CHARISMA

14

+2

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- ☒ 7 Strength
 - ☐ Dexterity
 - ☒ 5 Constitution
 - ☐ Intelligence
 - ☐ Wisdom
 - ☐ Charisma

- SKILLS
- ☐ Acrobatics (Dex)
 - ☐ Animal Handling (Wis)
 - ☐ Arcana (Int)
 - ☒ 6 Athletics (Str)
 - ☐ Deception (Cha)
 - ☐ History (Int)
 - ☒ 3 Insight (Wis)
 - ☒ 5 Intimidation (Cha)
 - ☐ Investigation (Int)
 - ☐ Medicine (Wis)
 - ☐ Nature (Int)
 - ☐ Perception (Wis)
 - ☐ Performance (Cha)
 - ☒ 5 Persuasion (Cha)
 - ☐ Religion (Int)
 - ☐ Sleight of Hand (Dex)
 - ☐ Stealth (Dex)
 - ☒ 3 Survival (Wis)

15

ARMOR
CLASS

+1

INITIATIVE

30 ft

SPEED

Hit Point Maximum 43

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm driven by a wanderlust that led me away from home.

PERSONALITY TRAITS

I must earn glory and fortune, for myself and my clan.

IDEALS

I must redeem myself with my clan from a grievous act I committed.

BONDS

I am too enamored of ale, wine and other toxicants.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Battleaxe

+7

1d8 (1d10) +4

Unarmed

+7

1d4 + 4

Longbow

+4

1d8 +1

If the battleaxe is wielded with two hands, roll 1d10 for damage.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Musical proficiency: Flute.
Knows giant language.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Claw of a wyvern

Waterskin - filled with wine
"Burning Ginger" mead, 1 flask

Self-carved flute.
Quiver and 20 arrows

Breastplate
Backpack

Clothes, common.

Wooden mug in a chain
Potion of healing (2d4+2 hp)

Whetstone
Bedroll
Tinderbox

EQUIPMENT

Fighting style: Dueling.

When Jorgen is wielding a melee weapon in one hand and no other weapons, he gains +2 to damage rolls with that weapon.

Second wind: Bonus action, may regain 1d10 + 5 hp. Must finish short or long rest before it can be used again.

Action surge: Can take one additional action on a turn. Must finish short or long rest before it can be used again.

Martial archetype: Champion.

Improved critical: Critically hits on a 19 and 20.

Extra attack: Jorgen may attack twice instead of once when he takes the attack option.

Feat: Tavern brawler.
Jorgen is proficient with improvised weapons.
Unarmed strikes deal 1d4 damage.
When Jorgen hits a creature with an unarmed strike or improvised weapon, he can use a bonus action to initiate a grapple.

Feat: Grappler.
Jorgen has advantage on attack rolls against a creature he is grappling.
Jorgen may attempt to pin a target he is grappling. Make another grapple check. If it succeeds, they are both restrained.

FEATURES & TRAITS



CHARACTER NAME

31
AGE

6,1 ft
HEIGHT

195 lb
WEIGHT

Clear blue
EYES

Fair
SKIN

Fiery blond
HAIR

CHARACTER APPEARANCE

Faction Rank

FACTION

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE