

Urth Brightshear

CHARACTER NAME

Fighter (1)

CLASS & LEVEL

Human/Illuskan

RACE

Soldier

BACKGROUND

Neutral

ALIGNMENT

Brian Schmidt

PLAYER NAME

15

EXPERIENCE POINTS

STRENGTH
+3
16

DEXTERITY
+2
15

CONSTITUTION
+2
14

INTELLIGENCE
-1
9

WISDOM
+1
13

CHARISMA
0
11

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +5** Strength
- +2** Dexterity
- +4** Constitution
- 1** Intelligence
- +1** Wisdom
- 0** Charisma

SKILLS

- +4** Acrobatics (Dex)
- +1** Animal Handling (Wis)
- 1** Arcana (Int)
- +5** Athletics (Str)
- 0** Deception (Cha)
- 1** History (Int)
- +1** Insight (Wis)
- +2** Intimidation (Cha)
- 1** Investigation (Int)
- +1** Medicine (Wis)
- 1** Nature (Int)
- +3** Perception (Wis)
- 0** Performance (Cha)
- 0** Persuasion (Cha)
- 1** Religion (Int)
- +2** Sleight of Hand (Dex)
- +2** Stealth (Dex)
- +1** Survival (Wis)

ARMOR CLASS: **20**

INITIATIVE: **+2**

SPEED: **30**

Hit Point Maximum: **12**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total: **1d10**

HIT DICE

SUCCESSES: ○○○○

FAILURES: ○○○○

DEATH SAVES

I have a crude sense of humor.

I've lost too many friends, and I'm slow to make new ones.

PERSONALITY TRAITS

Live and Let Live. Deals aren't worth killing over or going to war for.

IDEALS

I'll never forget the crushing defeat my company suffered or the enemies who dealt it.

BONDS

I'd rather eat my armor than admit when I'm wrong.

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Handaxe	+5	1d6 + 3 slashing

13 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Tool Proficiencies: Land Vehicles; Playing Card Set

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Heavy; Light; Medium; Shields

Language Proficiencies: Common; Elvish

EQUIPMENT

CP: _____

SP: _____

EP: _____

GP: **0**

PP: _____

Clothes, common (1); Piton (10); Waterskin (1); Shield (1); Rations (1 day) (8); Tinderbox (1); Scale mail +1 (1); Hammer (1); Shield +1 (1); Backpack (1); Crowbar (1); Chain mail (1); Torch (10)

FEATURES & TRAITS



Urth Brightshear

CHARACTER NAME

23

AGE

6'

HEIGHT

220

WEIGHT

Blue

EYES

Fair

SKIN

Blond

HAIR



CHARACTER APPEARANCE



NAME

Lords' Alliance

SYMBOL

ALLIES & ORGANIZATIONS

Dagger (3); Shortsword (1)

TREASURE

Urth is rude, crude and a fighter. Due to his early life in Jacaman he is also cynical and has a hard time trusting others. Born into the Jade Falcon Clan Urth comes from the Jacaman province in the Korinn Archipelago.

Urth was born to the life of a slave. His master was Roquern and when he became of age he was forced into service to Roquern in his small army. He served valiantly thinking he was protecting his family and not realizing that he was a slave.

Urth served in many battles against Orcs and Goblins. In his last battle his unit was wiped out to the man except him. Roquern blamed Urth for the failure and had Urth's family executed. This angered Urth and he swore a blood oath against Roquern. He escaped several years ago and now he rambles when he is drunk about one day going back and making Roquern pay for his crimes against Urth.

CHARACTER BACKSTORY

FEATURES & TRAITS

-----Bonus Actions-----

Second Wind. Regain 1d10 + 1 HPs (use once/rest).

-----Reactions-----

Protection Fighting Style. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

-----Other Traits-----

Military Rank. You have a military rank from your career as a soldier.

Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.