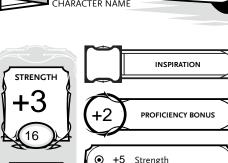


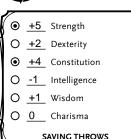
**Brian Schmidt** Fighter (1) Soldier CLASS & LEVEL BACKGROUND PLAYER NAME 15

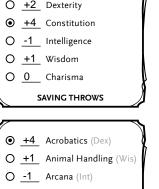
Human/Illuskan

Neutral ALIGNMENT

**EXPERIENCE POINTS** 





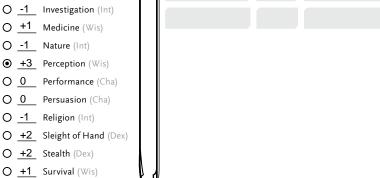




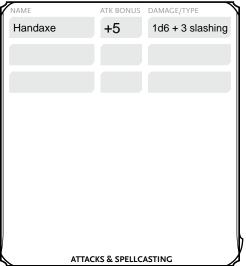


FLAWS





HIT DICE



DEATH SAVES



WISDOM

13

DEXTERITY

15

CONSTITUTION

PASSIVE WISDOM (PERCEPTION)

SKILLS

Tool Proficiencies: Land Vehicles; Playing Card Set

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Heavy; Light; Medium;

Shields

Language Proficiencies: Common; Elvish

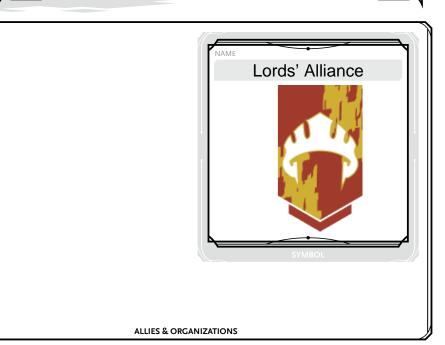
OTHER PROFICIENCIES & LANGUAGES

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) **EQUIPMENT** 



23	6'	220	)
AGE	HEIGHT	WEIGHT	
Blue	Fair	Blond	
EYES	SKIN	HAIR	
			_





## Dagger (3); Shortsword (1)

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.

TREASURE

CHARACTER BACKSTORY

17	FEATURES & TRAITS			
1	Bonus Actions			
Sec	cond Wind. Regain 1d10 + 1 HPs (use once/rest).			
Pro	Reactions on 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 ntage on the attack roll. You must be wielding a shield.			
Mili Sol you	Other Traits			
1				