

## Athus Tresgrove

CHARACTER NAME

Fighter 1

CLASS & LEVEL

Human

RACE

Noble

BACKGROUND

Lawful neutral

ALIGNMENT

Adam

PLAYER NAME

0

EXPERIENCE POINTS

### STRENGTH

+3

16

### DEXTERITY

-1

9

### CONSTITUTION

+2

15

### INTELLIGENCE

+0

11

### WISDOM

+1

13

### CHARISMA

+2

14

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

\*See your equipment.

SKILLS

13

PASSIVE WISDOM  
(PERCEPTION)

17

ARMOR  
CLASS

-1

INITIATIVE

30 feet

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

My flattery makes those I talk to feel wonderful and important. Also, I don't like to get dirty, and I won't be caught dead in unsuitable accommodations.

PERSONALITY TRAITS

Responsibility. It's the duty of a noble to protect the common people, not bully them.

IDEALS

My greataxe is a family heirloom, and it's by far my most precious possession.

BONDS

I have a hard time resisting the allure of wealth, especially gold. Wealth can help me restore my legacy.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greataxe

+5

1d12 + 3 slashing

Javelin\*

+5

1d6 + 3 piercing

\*You can throw a javelin 30 feet, or up to 120 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

**Second Wind.** You have a limited well of stamina you can draw on to protect yourself from harm. You can use a bonus action to regain hit points equal to 1d10 + your fighter level.

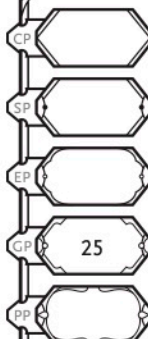
Once you use this feature, you must finish a short or long rest before you can use it again.

**Fighting Style (Defense).** While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

**Position of Privilege.** Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

**Proficiencies.** All armor, shields, simple weapons, martial weapons, playing cards  
**Languages.** Common, Draconic, Dwarvish

OTHER PROFICIENCIES & LANGUAGES



Chain mail,\* greataxe, 3 javelins, backpack, blanket, tinderbox, 2 days of rations, waterskin, set of fine clothes, signet ring, scroll of pedigree

\*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

EQUIPMENT

FEATURES & TRAITS

# 1. Elevator Pitch - who you are

## Athus Tresgrove

CHARACTER NAME

CLASS & LEVEL	BACKGROUND	Adam
Human	Lawful neutral	PLAYER NAME
RACE	ALIGNMENT	0
		EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

-1

9

CONSTITUTION

+2

12

INTELLIGENCE

+0

11

WISDOM

+1

13

CHARISMA

+2

14

PROFICIENCY BONUS

+2

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

SAVING THROWS

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

SKILLS

\*See your equipment.

PASSIVE WISDOM (PERCEPTION)

13

17

ARMOR CLASS

-1

INITIATIVE

30 feet

SPEED

Hit Point Maximum

12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1d10

HIT DICE

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Greataxe	+5	1d12 + 3 slashing
Javelin*	+5	1d6 + 3 piercing

\*You can throw a javelin 30 feet, or up to 120 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

My flattery makes those I talk to feel wonderful and important. Also, I don't like to get dirty, and I won't be caught dead in unsuitable accommodations.

PERSONALITY TRAITS

Responsibility. It's the duty of a noble to protect his people from bullies.

5. Personality - roleplaying

My greataxe is a family heirloom, and it's by far my most precious possession.

BONDS

I have a hard time resisting the allure of wealth, especially gold. Wealth can help me restore my legacy.

Second Wind. You have a limited well of stamina you can draw on to protect yourself from harm. You can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Fighting Style (Defense). While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you want. You make every effort to accommodate you and avoid your displeasure. People of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

4. Traits - more moves

Proficiencies. All armor, shields, simple weapons, martial weapons, playing cards

Languages. Common, Draconic, Dwarvish

CP

SP

GP

PP

25

6. Inventory - what's in your toolbox

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



# Athus Tresgrove

CHARACTER NAME

Fighter 1	Noble	Adam
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Lawful neutral	0
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH

15

16

DEXTERITY

9

CONSTITUTION

+2

15

INTELLIGENCE

+0

11

WISDOM

+1

13

CHARISMA

+2

14

PROFICIENCY BONUS

+2

SAVING THROWS

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)

SKILLS

SEE YOUR EQUIPMENT

PASSIVE WISDOM (PERCEPTION)

13

Hit Point Maximum

12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

My flattery makes those I talk to feel wonderful and important. Also, I don't like to let them know I've been in unsuitable accommodations.

PERSONALITY TRAITS

My greataxe is a family heirloom, and it's by far my most precious possession.

BONDS

I have a hard time resisting the allure of wealth, especially gold. Wealth can help me restore my legacy.

FLAWS

This section is your character's **Elevator Pitch**. It tells you **who you are** and **what role you play**.

This sets the stage for everything else on this character sheet.

NAME

Greataxe

Javelin\*

ATK BONUS

+5

+5

DAMAGE/TYPE

1d12 + 3 slashing

1d6 + 3 piercing

\*You can throw a javelin 30 feet, or up to 120 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

Proficiencies. All armor, shields, simple weapons, martial weapons, playing cards

Languages. Common, Draconic, Dwarvish

Chain mail,\* greataxe, 3 javelins, backpack, blanket, tinderbox, 2 days of rations, waterskin, set of fine clothes, signet ring, scroll of pedigree

\*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

25

EQUIPMENT

Second Wind. You have a limited well of stamina you can draw on to protect yourself from harm. You can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Fighting Style (Defense). While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

FEATURES & TRAITS



Athus Tresgrove

CHARACTER NAME

Fighter 1  
CLASS & LEVEL

Noble  
BACKGROUND

Adam  
PLAYER NAME

Human  
RACE

Lawful neutral  
ALIGNMENT

0  
EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

-1

9

CONSTITUTION

+2

15

INTELLIGENCE

+0

11

WISDOM

+1

13

CHARISMA

+2

14

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

\*See your equipment.

SKILLS

13

PASSIVE WISDOM  
(PERCEPTION)

These are your **Ability Scores**. They show you how good you are at doing things.

You will need to look here more often than anywhere else on the sheet.

When the DM asks you to roll outside of combat you will use these numbers.

Examples from this sheet:

"Make a strength check" means roll a d20 and add 3

"Make a Persuasion check" means roll a d20 and add 4

"Make a Dexterity save" means roll a d20 and subtract 1

**Proficiencies.** All armor, shields, simple weapons, martial weapons, playing cards  
**Languages.** Common, Draconic, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING

CP Chain mail,\* greataxe, 3 javelins, backpack, blanket, tinderbox, 2 days of rations, waterskin, set of fine clothes, signet ring, scroll of pedigree

CP \*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

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EQUIPMENT

**Fighting Style (Defense).** While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

**Position of Privilege.** Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

FEATURES & TRAITS





Athus Tresgrove

CHARACTER NAME

Fighter 1  
CLASS & LEVEL

Human  
RACE

Noble  
BACKGROUND

Lawful neutral  
ALIGNMENT

Adam  
PLAYER NAME

0  
EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

-1

9

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+1

11

CHARISMA

+1

12

+2

PROFICIENCY BONUS

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

SAVING THROWS

- -1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +5 Athletics (Str)
- +2 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)

13

PASSIVE WISDOM  
(PERCEPTION)

17

ARMOR  
CLASS

-1

INITIATIVE

30 feet

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

My flattery makes those I talk to feel wonderful and important. Also, I don't like to get dirty, and I won't be caught dead in unsuitable accommodations.

PERSONALITY TRAITS

Responsibility. It's the duty of a noble to protect the common people, not bully them.

IDEALS

My greataxe is a family heirloom, and it's by far my most precious possession.

BONDS

I have a hard time resisting the allure of wealth, especially gold. Wealth can help me restore my legacy.

FLAWS

This section is also active. **Features & Traits** are additional moves you can make.

**Look here in combat and outside combat.** Depending on what race and class you are you might have useful moves for either scenario.

**Second Wind.** You have a limited well of stamina you can draw on to protect yourself from harm. You can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

**Fighting Style (Defense).** While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

**Position of Privilege.** Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

**Proficiencies.** All armor, shields, simple weapons, martial weapons, playing cards  
**Languages.** Common, Draconic, Dwarvish

OTHER PROFICIENCIES & LANGUAGES



Chain mail,\* greataxe, 3 javelins, backpack, blanket, tinderbox, 2 days of rations, waterskin, set of fine clothes, signet ring, scroll of pedigree

\*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

25

EQUIPMENT

FEATURES & TRAITS

# Athus Tresgrove

CHARACTER NAME

**Fighter 1**  
CLASS & LEVEL

**Human**  
RACE

**Noble**  
BACKGROUND

**Lawful neutral**  
ALIGNMENT

**Adam**  
PLAYER NAME

**0**  
EXPERIENCE POINTS

Look here to improve your roleplaying.

This section describes more about who you are and how you think. It helps tie you to the other characters and the game world.

If you did not fill this in yourself, feel free to ignore it and play the part you want.

My flattery makes those I talk to feel wonderful and important. Also, I don't like to get dirty, and I won't be caught dead in unsuitable accommodations.

PERSONALITY TRAITS

Responsibility. It's the duty of a noble to protect the common people, not bully them.

IDEALS

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BONDS

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FLAWS

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**Proficiencies.** All armor, shields, simple weapons, martial weapons, playing cards  
**Languages.** Common, Draconic, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

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EQUIPMENT

FEATURES & TRAITS



# Athus Tresgrove

CHARACTER NAME

**Fighter 1**  
CLASS & LEVEL

**Human**  
RACE

**Noble**  
BACKGROUND

**Lawful neutral**  
ALIGNMENT

**Adam**  
PLAYER NAME

**0**  
EXPERIENCE POINTS

**STRENGTH**

+3

16

**DEXTERITY**

-1

9

**CONSTITUTION**

+2

15

**INTELLIGENCE**

+0

11

**WISDOM**

+2

14

**CHARISMA**

+1

10

+2 PROFICIENCY BONUS

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

SAVING THROWS

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

PASSIVE WISDOM

13

17 ARMOR CLASS

-1 INITIATIVE

30 feet SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

My flattery makes those I talk to feel wonderful and important. Also, I don't like to get dirty, and I won't be caught dead in unsuitable accommodations.

PERSONALITY TRAITS

Responsibility. It's the duty of a noble to protect the common people, not bully them.

IDEALS

My greataxe is a family heirloom, and it's by far my most precious possession.

BONDS

I have a hard time resisting the allure of wealth, especially gold. Wealth can help me restore my legacy.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Greataxe	+5	1d12 + 3 slashing
Javelin*	+5	1d6 + 3 piercing

**Second Wind.** You have a limited well of stamina you can draw on to protect yourself from harm. You can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again. (You can use it again after a short or long rest.) While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

**Position of Privilege.** Thanks to your noble birth, people are willing to think less harshly of you. You are welcome in high society wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Look here when you are outside of combat or if your DM specifically asks you to.

This section describes a few more things you are good at and your inventory. Sometimes you need to know what you have or what languages you can speak.

**Proficiencies.** All armor, shields, simple weapons, martial weapons, playing cards

**Languages.** Common, Draconic, Dwarvish

Chain mail,\* greataxe, 3 javelins, backpack, blanket, tinderbox, 2 days of rations, waterskin, set of fine clothes, signet ring, scroll of pedigree

\*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

25

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS