

Dagron the Red

CHARACTER NAME

Fighter/Champion 8

CLASS & LEVEL

Human

RACE

Soldier

BACKGROUND

Lawful Neutral

ALIGNMENT

Crawl IV GenCon 2016

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
16
+3

DEXTERITY
14
+2

CONSTITUTION
15
+2

INTELLIGENCE
11
0

WISDOM
12
+1

CHARISMA
9
-1

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +6 Strength
- +2 Dexterity
- +5 Constitution
- 0 Intelligence
- +1 Wisdom
- 1 Charisma

SKILLS

- +2 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- 0 Arcana (Int)
- +6 Athletics (Str)
- 1 Deception (Cha)
- 0 History (Int)
- +1 Insight (Wis)
- +2 Intimidation (Cha)
- 0 Investigation (Int)
- +1 Medicine (Wis)
- 0 Nature (Int)
- +4 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- 0 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +4 Survival (Wis)

* **Adamantine Armor:** Critical hits become normal

19* ARMOR CLASS

+2 INITIATIVE

30 SPEED

Hit Point Maximum **19**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **8** HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Flame Tongue (unlit)	+6	1d8 +3 slashing (19-20)
Flame Tongue (lit)	+6	1d8 +3 slashing (19-20) + 2d6 fire
Crossbow, heavy	+5	1d10 +2 piercing (19-20)

I have a crude sense of humor. I face problems head-on. A simple, direct solution is the best path to success.

PERSONALITY TRAITS

Responsibility. I do what I must and obey just authority.

IDEALS

I fight for those who cannot fight for themselves.

BONDS

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

FLAWS

14 PASSIVE WISDOM (PERCEPTION)

Languages: Common

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Heavy, Shields

Tools: Land Vehicles

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CP Flame Tongue (longsword)
- CP Crossbow, heavy (20 bolts)
- SP Adamantine Splint Armor & Shield
- SP Potion of Healing (2: O O)
- EP EXPLORER'S PACK: backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50' hemp rope
- CP
- PP

Fighting Style: Defense.
While you are wearing armor, you gain a +1 bonus to AC.

Second Wind
You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, 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.

Action Surge
You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Extra Attack
You can attack twice, instead of once, whenever you take the Attack action on your turn.

Improved Critical
Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete
You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

FEATURES & TRAITS



Dagron the Red

CHARACTER NAME

31 years

AGE

6'0"

HEIGHT

190 lbs.

WEIGHT

Brown

EYES

Ebony

SKIN

Bald

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

Flame Tongue (longsword)
 You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Adamantine Armor (Splint)
 While you're wearing it, any critical hit against you becomes a normal hit.

Potion of Healing (2)
 Gain 2d4+2 hp

ADDITIONAL FEATURES & TRAITS

TREASURE