

Your character is not yet completed.**Barzel the Honorable**

Male Human Soldier Fighter 2

Lawful Good

Representing Alan Portman

Strength	18 (+4)	Size:	Medium
Dexterity	16 (+3)	Height:	6' 2"
Constitution	17 (+3)	Weight:	195 lb
Intelligence	12 (+1)	Skin:	Tan
Wisdom	14 (+2)	Eyes:	Blue
Charisma	11 (+0)	Hair:	Dark Brown Wavy; Light Beard

Maximum Hit Points: 19

Speed: 30 feet

Inspiration:

Armor Class: 15 = 10 + 3 [chain shirt] + 2 [dexterity in armor]

Proficiency bonus:	+2
Initiative modifier:	+ 3 = + 3 [dexterity]
Attack (handheld / thrown):	+ 6 = + 2 [proficiency] + 4 [strength]
Attack (missile / finesse):	+ 5 = + 2 [proficiency] + 3 [dexterity]
Strength save:	+ 6 = + 2 [proficiency] + 4 [strength]
Dexterity save:	+ 3 = + 3 [dexterity]
Constitution save:	+ 5 = + 2 [proficiency] + 3 [constitution]
Intelligence save:	+ 1 = + 1 [intelligence]
Wisdom save:	+ 2 = + 2 [wisdom]
Charisma save:	+ 0
Insight (passive):	12 (17 with advantage)
Perception (passive):	12 (17 with advantage)

Carry: 270 lb maximum

For groups using the optional encumbrance rules:

If carrying more than 90 lb, encumbered -- -10 on speed

If carrying more than 180 lb, heavily encumbered -- -20 on speed, disadvantage on ability checks, attack rolls, and saves involving strength, constitution, and/or dexterity

Languages: Common (? 1 more)

Unarmed strike [+6 to hit; 1+4 bludgeoning]

Crossbow, light [+7 to hit (archery style bonus); 1d8+3 piercing, 6 lb, ammunition (range 80/320), loading, two-handed]

Great Sword [+6 to hit; 2d6+4 slashing, 7 lb, heavy, two-handed]

Longbow, heavy [+7 to hit (archery style bonus); 1d8+3 piercing, 2 lb, ammunition (range 150/600), heavy, two-handed]

Chain shirt [medium; + 3 AC; max dex + 2; 20 lb.]

Feats:

<i>Skill Name</i>	<i>Key Ability</i>	<i>Skill Modifier</i>	<i>Ability Modifier</i>	<i>Trained?</i>	<i>Misc. Modifier</i>
Acrobatics	Dex	3 =	+3		
Animal Handling	Wis	2 =	+2		
Arcana	Int	1 =	+1		
Athletics	Str	4 =	+4		
Deception	Cha	0 =	+0		
History	Int	1 =	+1		
Insight	Wis	2 =	+2		
Intimidation	Cha	0 =	+0		
Investigation	Int	1 =	+1		
Medicine	Wis	2 =	+2		
Nature	Int	1 =	+1		
Perception	Wis	2 =	+2		
Performance	Cha	0 =	+0		
Persuasion	Cha	0 =	+0		
Religion	Int	1 =	+1		
Sleight of Hand	Dex	3 =	+3		
Stealth	Dex	3 =	+3		
Survival	Wis	2 =	+2		

Check any artisan tools with which Barzel is proficient:

- | | |
|--|--|
| <input type="checkbox"/> Alchemist's supplies | <input type="checkbox"/> Leatherworker's tools |
| <input type="checkbox"/> Boyer / fletcher tools | <input type="checkbox"/> Mason's tools |
| <input type="checkbox"/> Brewer's supplies | <input type="checkbox"/> Painter's supplies |
| <input type="checkbox"/> Calligrapher's supplies | <input type="checkbox"/> Potter's tools |
| <input type="checkbox"/> Carpenter's tools | <input type="checkbox"/> Smith's tools |
| <input type="checkbox"/> Cartographer's tools | <input type="checkbox"/> Tinker's tools |
| <input type="checkbox"/> Cobbler's tools | <input type="checkbox"/> Weaver's tools |
| <input type="checkbox"/> Cook's utensils | <input type="checkbox"/> Woodcarver's tools |
| <input type="checkbox"/> Glassblower's tools | <input type="checkbox"/> |
| <input type="checkbox"/> Goldsmith / silversmith's tools | <input type="checkbox"/> |
| <input type="checkbox"/> Jeweler's tools | <input type="checkbox"/> |

Check any instruments with which Barzel is proficient:

- | | |
|-----------------------------------|------------------------------------|
| <input type="checkbox"/> Bagpipes | <input type="checkbox"/> Horn |
| <input type="checkbox"/> Drum | <input type="checkbox"/> Pan flute |
| <input type="checkbox"/> Dulcimer | <input type="checkbox"/> Shawm |
| <input type="checkbox"/> Flute | <input type="checkbox"/> Viol |
| <input type="checkbox"/> Lute | <input type="checkbox"/> |
| <input type="checkbox"/> Lyre | <input type="checkbox"/> |

Barzel is proficient with at least 1 game(s). Check any games with which Barzel is proficient:

- | | |
|--|-------------------------------------|
| <input type="checkbox"/> Dragon Chess | <input type="checkbox"/> Dice game: |
| <input type="checkbox"/> Three Dragon Ante | <input type="checkbox"/> |
| <input type="checkbox"/> Board Game: | <input type="checkbox"/> |
| <input type="checkbox"/> Card Game: | <input type="checkbox"/> |

Check any other tools with which Barzel is proficient:

- | | |
|--|--|
| <input type="checkbox"/> Climber's kit | <input type="checkbox"/> Herbalism kit |
| <input type="checkbox"/> Disguise kit | <input type="checkbox"/> Navigator tools |
| <input type="checkbox"/> Drive a truck | <input checked="" type="checkbox"/> Ride a mount |
| <input type="checkbox"/> Fly a plane | <input type="checkbox"/> Sail a ship |
| <input type="checkbox"/> Forgery kit | <input type="checkbox"/> Poisoner kit |
| <input type="checkbox"/> Healer's kit | <input type="checkbox"/> Thieves' tools |

Human

- Humans get +1 on each of the six ability scores (already included). If honor and/or sanity are ability scores, these are also increased by one.
- Humans learn one extra language.

Soldier

- Other military folks will defer to your rank.
- You know how to ride a horse.
- You are proficient with at least one kind of gaming set, mounts and land vehicles.

Fighter

- Most fighters are proficient in riding a mount.
- This fighter selected the archery style, giving +2 to attack rolls with ranged weapons (thrown, missiles). Remember to add this if required.
- Second Wind: As an action, regain hit points equal to 1d10 + your fighter level. Once per period between short rests.
- Level 2: Action surge -- use it to take an extra action on a turn. Must take a short rest before using again.

- Level 5: Extra attack on any round that includes an attack.
- Level 9: Indomitable -- once between long rests, can reroll a failed saving throw.
- Level 11: Two extra attacks per round.
- Level 13: Indomitable -- twice between long rests, can reroll a failed saving throw.
- Level 17: Two action surges between rests, but not on the same turn.
- Level 17: Indomitable -- three times between long rests, can reroll a failed saving throw.
- Level 20: Three extra attacks per round.

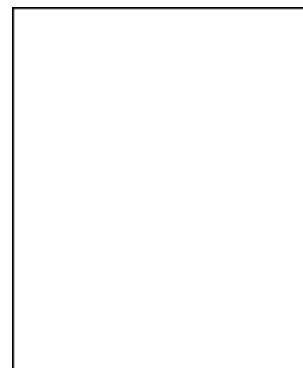
Class HP rolled

Level 1: Fighter 10

Level 2: Fighter 3



Draw Your Portrait



Draw Your Insignia

Death Saving Throws:

Successes

Failures

Barzel's Equipment:

35 lb Weapons / Armor / Shield (from above)

1 lb Arrows (quiver of 20) x 1

2 lb Crossbow bolts (quiver of 20) x 1

38 lb Total

Barzel's Personality Traits:

Barzel's Ideal(s):

Barzel's Bond(s):

Barzel's Flaw(s):

More about Barzel: