

NAME: _____
 CLASS: Fighter
 BACKGROUND: Apprentice (Smith)
 RACE: Dwarf (Solani)
 NATIONALITY: Solani Mor
 CHURCH: Mother Church of Coryan
 DEITY: Illir
 LEVEL: 1st

ABILITY SCORES

	SCORE	BONUS	SAVING THROWS
STRENGTH:	16	+3	+5 ☒
DEXTERITY:	12	+1	+1 ☐
CONSTITUTION:	14	+2	+4 ☒
INTELLIGENCE:	10	+0	+0 ☐
WISDOM:	12	+1	+1 ☐
CHARISMA:	10	+0	+0 ☐
BLOODRANK	0		

PROFICIENCY BONUS	+2	SPEED	
PASSIVE PERCEPTION	13	SPEED:	30'
		SPECIAL:	0

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

* Trained skill

OTHER PROFICIENCIES

Smith's tools	

LANGUAGES
Udor
Low Coryani
High Coryani
Altharin
LITERATE? ☒

PERSONALITY TRAITS

As a Solani artisan, I have spent years working the forge to create the "perfect item" to lift the curse from my people. I failed. Now I seek new experiences and sights to inspire me so that I may succeed where so many others have failed.

IDEALS

You wish to experience the world as a way to perfect your trade.

BONDS

I owe my former master a great debt. When I return to my home I will have discovered enough knowledge to repay it.

FLAWS

I will do anything to get my hands on, or witness, new methods of metallurgy and forging.



DEFENSES & HEALTH

ARMOR CLASS	14	TEMP HP		CURRENT HP	
HIT POINTS	12				
HIT DICE	1D10				
		DEATH SAVES			
		MADE ☐ ☐ ☐ ☐		FAILED	

ATTACKS & SPELL CASTING

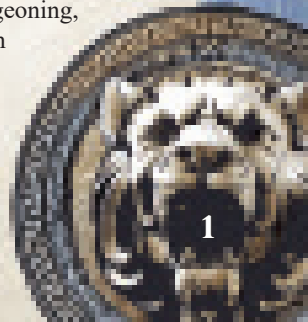
ATTACK	TO HIT	DAMAGE	SPECIAL/RANGE
BATTLE AXE	+5	1D8+3 (S)	
Versatile (1d10)			
WAR HAMMER	+5	1D8+3 (B)	20'/60'
Versatile (1d10)			
LIGHT CROSSBOW	+3	1D8 (P)	80/320'
loading, two-handed			

IMPROVED CRITICAL

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

FEATS

Advanced Armor Training (Heavy Armor) Bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by 3.



EQUIPMENT:

Dungeoneer's Pack:

Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

A set of smith's tools, a set of traveler's clothes, and a backpack containing a folio with 5 sheets of parchment, an ink pen and a bottle of ink, 20 gp

Chain Shirt, Battle Axe, War Hammer, Light Crossbow (20 Bolts)

FIGHTER ABILITIES

Fighting Style: Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. 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. Starting at 2nd level, 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. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

DWARF

Dwarves were once celestial giants, great beings who swore an oath to protect humanity, the children of Illiir. They violated this oath, deposing the Pantheon of Man and commanding the humans to worship them as gods instead. As punishment for their transgressions, Illiir cursed these giants. Forever would they stand shorter than humans, forever would they be barred from the afterlife and the cycle of rebirth, and forever would their souls be tied to the Heart Stone that rests in the statue of each enclave's founder. However, Sarish took pity on the fallen giants and offered them a way to lift the curse. If an enclave manages to craft the "perfect item," that one enclave's curse will be lifted.

COMMON DWARF TRAITS

Ability Scores Increases: Your Constitution score increases by 2.

Age: Dwarves mature at the same rate as humans, but are not considered adults until the age of 50. On average, dwarves live about 350 years.

Size: Dwarves stand between 4 and 5 feet tall and average 150 pounds. Your size is Medium.

Speed: Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Mystical Limitations: You can only gain spells through the cleric or holy champion classes, unless otherwise noted.

Darkvision: Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray

Dwarven Resilience: You have advantage on all saving throws against poison, and have resistance against poison damage.

Stonecunning: Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Weight of the Curse: Dwarven souls are barred from the afterlife and may not be brought back from it. Instead, when dwarves die, their souls are transferred to an artifact they carry on them called a soul shard.

For you to be returned to life with spells such as *revivify* or *raise dead*, your soul shard must remain intact and in contact with your body. If your soul shard is in contact with your dead body, spells that restore hit points, such as *cure wounds* can restore your hit points. Until you are healed to your hit point maximum, you do not regain consciousness and are effectively dead. When you reach your hit point maximum, you return to life.

This effect also neutralizes any poisons and cures nonmagical diseases that affected you at the time you died. This effect doesn't, however, remove magical diseases, curses, or similar effects. If these aren't first removed, they take effect when you return to life.

This effect can't return you to life if you were undead. Coming back from the dead is an ordeal. You take a -4 penalty to all attack rolls, saving throws, and ability checks. Every time you finish a long rest, the penalty is reduced by 1 until it disappears.

If your soul is not returned to your body within 24 hours of your death, your soul is trapped in your soul shard forever. If your soul shard is destroyed and you die, you may not be returned to life by any means.

Languages: You learn Low Coryani and Udor and are considered to be fully literate. The Udor language is shared with the giants, a fact obvious to dwarves due to their ancient heritage, but unknown by most humans. you also learn a number of extra languages of your choice equal to your Intelligence modifier.

SOLANI DWARF

The dwarves of Solanos Mor have a reputation as some of the most noble and self-sacrificing among the dwarves. These noble beings travel throughout the lands of man protecting, advising, and—if need be—sacrificing their lives for humanity. They are easily identified from other dwarves by their immaculately groomed beards.

Ability Score Increases: Your Wisdom increases by 1.

Religious Training: Every Solani Dwarf is thought in both the Canticle of the Pantheon and the newer Revelations of Illiir. As such all Solani Dwarfs possess proficiency in Religion.

Noble Heart: You gain advantage on all Wisdom (Insight) skill checks, you also enjoy advantage on all saving throws when directly acting in the honest defense of defenseless humans, gnomes, val, or dark kin.

Enclave Specialization: You gain proficiency with smith's tools. You also have advantage on all ability checks you make with smith's tools..

DWARVEN SOUL SHARDS

Some non-dwarven philosophers and scientists (specifically several prominent Altherian Metaminds) point to the resemblance between the psi-crystal and the dwarven soul shard as proof of the dwarf's latent psionic energy; or at least a subconscious or intuitive understanding of psionic crystal construction.

These soul shards seem to resonate a weak psionic aura when detected and become harder to crack as the dwarf who is bonded to it advances in age.

All dwarves are given a soul shard in a solemn ceremony at birth. These soul shards have hit points equal to one-half the dwarf's hit points and have resistance to slashing, piercing, and bludgeoning damage. They are also immune to all cold, disease, fire, poison damage.

If a dwarf loses his soul shard or has his soul shard shattered, the dwarf becomes vulnerable to necrotic damage until he acquires a new soul shard. The dwarf may obtain another soul shard by traveling to their enclave and simply requesting one.

They must then spend a week in seclusion attuning themselves to the new soul shard. Should a dwarf die when he is not in possession of a soul shard, or if a soul shard containing their soul is destroyed, they are either lost to oblivion or, in rare cases, become a very dangerous shade. The corpse then becomes susceptible to necromantic energies, a unique situation which delights nefarious necromancers to no end.