

Garth

Male Half-Orc Fighter 4 - CR 1

Neutral Good Humanoid; Deity: **Tyr**; Background: **Gladiator**;
Age: **18**; Height: **5' 9"**; Weight: **147lb**.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	20	+5	+7
DEX DEXTERITY	14	+2	+2
CON CONSTITUTION	18	+4	+6
INT INTELLIGENCE	10	0	+0
WIS WISDOM	14	+2	+2
CHA CHARISMA	14	+2	+2

AC	19	Initiative	+2	Speed	30 ft
Proficiency	+2	Inspiration			
HP	55	HD	4d10	Death Saves	
Damage / Current HP		HD Used		Success/Fail	
Number of Attacks	1				

+1 Greataxe +50% timb, +25% carp

Both hands: **+8, 1d12+6** Heavy, Two-
slashing Handed

+1 Javelin

Main hand: **+8, 1d6+6 piercing** Rng: 30 ft./120 ft.
Ranged: **+8, 1d6+6 piercing** Thrown

+2 halbard crit on 19-20

Both hands: **+9, 1d10+7** Heavy, Reach, Two-
slashing Handed

ironwood club

Both hands: **+8, 1d10+6** Heavy, Reach, Two-
bludgeoning Handed

Javelin

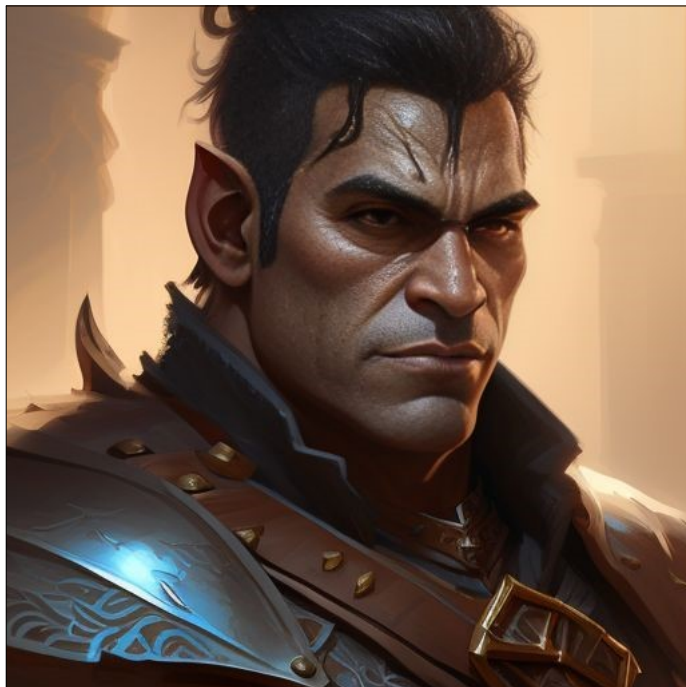
Main hand: **+7, 1d6+5 piercing** Rng: 30 ft./120 ft.
Ranged: **+7, 1d6+5 piercing** Thrown

Javelin

Main hand: **+7, 1d6+5 piercing** Rng: 30 ft./120 ft.
Ranged: **+7, 1d6+5 piercing** Thrown



5th Edition SRD



Skill Name	Total	Ability	Prof	Temp
Acrobatics	+2	DEX (2)	-	
Animal Handling	+2	WIS (2)	-	
Arcana	+0	INT (0)	-	
Athletics	+7	STR (5)	+2	
Deception	+4	CHA (2)	+2	
History	+0	INT (0)	-	
Insight	+2	WIS (2)	-	
Intimidation	+4	CHA (2)	+2	
Investigation	+0	INT (0)	-	
Medicine	+2	WIS (2)	-	
Nature	+0	INT (0)	-	
Perception	+4	WIS (2)	+2	
Performance	+4	CHA (2)	+2	
Persuasion	+4	CHA (2)	+2	
Religion	+0	INT (0)	-	
Sleight of Hand	+2	DEX (2)	-	
Stealth	+2	DEX (2)	-	
+1 Plate: Disadvantage from armor worn				
Survival	+2	WIS (2)	-	

Passive Perception: 14

Feats

Great Weapon Master

Other Proficiencies:

Tools: Carpenter's tools (+2); Disguise kit (+2); Lute (+2)

Weapons: Martial weapons; Simple weapons

Armor: Heavy armor; Light armor; Medium armor; Shields

Javelin

Main hand: **+7, 1d6+5 piercing** Rng: 30 ft./120 ft.
Ranged: **+7, 1d6+5 piercing** Thrown

Longbow

Ranged, both hands: **+4, 1d8+2 piercing** Rng: 150 ft./600 ft.
Ammunition, Heavy, Two-Handed

Net

Ranged: **+7, Restrained** Rng: 5 ft./15 ft.
Special, Thrown

+1 Plate

+9 Stealth Disadvantage

Gear

Total Weight Carried: 143.56 lbs,
(Maximum: 300 lbs)

+1 Greataxe +50% timb, +25% carp <In: Bag of Holding	7 lbs
+1 Javelin	2 lbs
+1 Plate	65 lbs
+2 halbard crit on 19-20	6 lbs
Backpack (8 @ 24.56 lbs)	5 lbs
Bag of Holding (1 @ 7 lbs)	15 lbs
Bedroll	7 lbs
Disguise kit (+2) <In: Backpack (8 @ 24.56 lbs)>	3 lbs
Healer's kit (10 uses) <In: Backpack (8 @ 24.56 lbs)>	3 lbs
ironwood club	6 lbs
Javelin	2 lbs
Javelin	2 lbs
Javelin	2 lbs
Longbow	2 lbs
Lute (+2)	2 lbs
Mess kit <In: Backpack (8 @ 24.56 lbs)>	1 lb
Money <In: Backpack (8 @ 24.56 lbs)>	6.56 lbs
Net	3 lbs
Potion of Superior Healing	-
Rations x3 <In: Backpack (8 @ 24.56 lbs)>	6 lbs (3 @ 2 lbs)
Waterskin <In: Backpack (8 @ 24.56 lbs)>	5 lbs

Special Abilities

Action Surge (1/short rest)
Battle Master (Strength, DC 15)
By Popular Demand
Darkvision (60 feet)
Great Weapon Fighting
Lunging Attack
Precision Attack
Relentless Endurance (1/long rest)
Riposte
Savage Attacks
Second Wind (recover 1d10+4 hp, 1/short rest)
Student of War
Superiority Dice (1d8, 4/short rest)

Experience & Wealth

Experience Points: **2700/6500**
Current Cash: **324 gp, 4 sp**

Role Playing

Personality Trait: Insult - I like nothing better than to throw insults at people and don't mind receiving them back.

Personality Trait: Story - For every situation I know a story that's relevant.

Ideal: Beauty - The world is made better when I perform (Good)

Bond: Superior - I seek to prove myself greater than my hated rival.

Flaw: Feelings - My loose tongue often lands me in trouble as I tend to speak my mind.

: Instrumentalist - Instrumentalist

: Spectacular Combat - Spectacular Combat

: Storyteller - Storyteller

Tracked Resources

+1 Javelin	<input type="checkbox"/>
Action Surge (1/short rest)	<input type="checkbox"/>
Healer's kit (10 uses)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Javelin	<input type="checkbox"/>
Javelin	<input type="checkbox"/>
Javelin	<input type="checkbox"/>
Net	<input type="checkbox"/>
Potion of Superior Healing	<input type="checkbox"/>
Rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Relentless Endurance (1/long rest)	<input type="checkbox"/>
Second Wind (recover 1d10+4 hp, 1/short rest)	<input type="checkbox"/>
Superiority Dice (1d8, 4/short rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Orc

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Companions

Horse, riding

Riding horse

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10+2)

Speed 60 ft.

STR 16 (+3), **DEX** 10 (+0), **CON** 12 (+1), **INT** 2 (-4), **WIS** 11 (+0), **CHA** 7 (-2)

Senses passive Perception 10

Languages —

Actions

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 2d4+3 bludgeoning damage.