

## 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
<b>STR</b> STRENGTH	20	+5	+7
<b>DEX</b> DEXTERITY	14	+2	+2
<b>CON</b> CONSTITUTION	18	+4	+6
<b>INT</b> INTELLIGENCE	10	0	+0
<b>WIS</b> WISDOM	14	+2	+2
<b>CHA</b> 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-  
Handed  
**slashing**

**+1 Javelin**

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

**+2 halbard crit on 19-20**

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

**ironwood club**

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

**Javelin**

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

**Javelin**

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



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