

Alden Grimward

CHARACTER NAME

Fighter [Battle Master] (3)

CLASS & LEVEL

Human/Illuskan

RACE

Soldier

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+4

19

DEXTERITY

+2

15

CONSTITUTION

+2

15

INTELLIGENCE

+1

12

WISDOM

0

10

CHARISMA

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +6 Strength
- ☐ +2 Dexterity
- ☒ +4 Constitution
- ☐ +1 Intelligence
- ☐ 0 Wisdom
- ☐ -1 Charisma

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 34

CURRENT HIT POINTS

TEMPORARY HIT POINTS

3x(1d10+2)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I stay calm when danger appears and focus on what needs to be done.

I enjoy teaching others what I learned as a soldier and encourage teamwork.

PERSONALITY TRAITS

Protection. Strength means using my skills to keep innocent people safe from harm.

IDEALS

I swore that no village should suffer the way my home did, and I will always answer a call for help.

BONDS

I sometimes rush toward powerful enemies to prove myself, even when a more careful plan would be wiser.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greataxe

+6

1d12+4 slashing

Greatsword

+6

2d6+4 slashing

Longbow

+4

1d8+2 piercing

Number of Attacks: 1
Warhammer. +6, 1d8+4 bludgeoning
Handaxe. +6, 1d6+4 slashing
Dagger +1. +7, 1d4+5 piercing

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Dice Set; Land Vehicles

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Heavy; Light; Medium; Shields

Language Proficiencies: Common; Giant

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

TREASURE

Arrow x20
Backpack
Bag of Sand
Ball bearings
Bedroll
Book
Boots of Striding and Springing
Chalk
Clothes, common
Clothes, traveler's
Explorer's Pack
Gauntlets of Ogre Power
Hammer
Leather
Mess kit
Piton
Rations (1 day) x10
Rope, hempen
Tinderbox
Torch x10
Waterskin

EQUIPMENT

Alden Grimward

CHARACTER NAME

24

AGE

Dark Brown

EYES

5' 10"

HEIGHT

Tan

SKIN

145 lbs

WEIGHT

Dark Brown

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Aiden Grimward – The Giant Hunter

Aiden Grimward grew up in a small village near the edge of the wilderness. When he was young, a band of giants attacked the area, damaging homes and forcing many families to flee. Aiden's family survived, but seeing the fear and destruction left a lasting mark on him.

Wanting to protect others from similar dangers, Aiden joined the army as soon as he was old enough. As a soldier, he learned discipline, teamwork, and how to fight with many different weapons. He became especially skilled with a greataxe, greatsword, and warhammer, believing that powerful weapons were the best way to stand against powerful enemies.

During his years of service, Aiden studied the Giant language. He wanted to understand his enemies and learn more about their ways. His training and experience taught him how to deliver mighty blows, earning him a reputation as a warrior who could bring down even the largest foes.

Now a 3rd-level fighter, Aiden travels the world looking for opportunities to help people and prove himself. He carries his weapons and wears sturdy leather armor, always ready for danger. Though he is determined to become a great giant hunter, he believes true strength is not just about defeating enemies—it's about protecting those who cannot protect themselves.

CHARACTER BACKSTORY

TREASURE

-----Bonus Actions-----

Second Wind. Regain 1d10 +3 HPs (use once/rest).

-----Actions-----

Action Surge. Take an extra action (use once/rest).

-----Other Traits-----

Great Weapon Fighting Style. 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.

Great Weapon Master . On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action. Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Maneuvers. Beginning at 3rd level, when you take the Battle Master archetype, you learn three special maneuvers from the list below. You may only use one maneuver every time you take the attack action. You learn two additional maneuvers of your choice at 7th, 10th. and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice: You start with 4 superiority dice. They are d8 and you use one whenever you use a maneuver. You regain them all when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Saving Throws: If a maneuver requires a saving throw, the DC is 8+ your proficiency bonus + your Strength or Dexterity modifier (your choice). .

Menacing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn. .

Military Rank. You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized. .

Precision Attack. When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied. .

Riposte. When a character misses you with a melee attack, you can use your reaction and expend one more superiority die to make a melee attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

War Student. Your study of the art of war not only in battle but out of it grants you a proficiency in an artisan tool of your choice.