



WAM & RIKRUK

Fighter 3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dankwood Goblin

Outlander

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

D&D 5TH EDITION CHARACTER SHEET
SUPPORTING EXTRA LIFE

There's nothing I can't accomplish if
I set my mind and muscles to it!

PERSONALITY TRAITS

It is my duty to protect and teach young
RikRuk the ways of Dankwood.

BOND

Strength! A hard head and a hard fist
is good for gettin' stuff done!

IDEALS

Sometimes, I have to do more talking
and less punching.

FLAWS

STRENGTH

+2

14

DEXTERITY

+1

12

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+2

14

CHARISMA

+1

12

LANGUAGES &
PROFICIENCIES

Languages:
Common,
Gnomish, Goblin

Armor: Heavy Ar-
mor, Light Armor,
Medium Armor,
Shields

Weapons: Martial
Weapons, Simple
Weapons

Tools: Drum

PROFICIENCY
BONUS

+2

PASSIVE
WISDOM

(perception)

14



INSPIRATION

SAVING THROWS

+4

STR

+0

INT

+1

DEX

+2

WIS

+4

CON

+1

CHA

SKILLS

- +1 ACROBATICS (DEX)
- +4 ANIMAL HANDLING (WIS)
- +0 ARCANA (INT)
- +4 ATHLETICS (STR)
- +1 DECEPTION (CHA)
- +0 HISTORY (INT)
- +2 INSIGHT (WIS)
- +1 INTIMIDATION (CHA)
- +0 INVESTIGATION (INT)
- +2 MEDICINE (WIS)
- +0 NATURE (INT)
- +4 PERCEPTION (WIS)
- +1 PERFORMANCE (CHA)
- +1 PERSUASION (CHA)
- +0 RELIGION (INT)
- +1 SLEIGHT OF HAND (DEX)
- +1 STEALTH (DEX)
- +4 SURVIVAL (WIS)

14
ARMOR CLASS

+1
INITIATIVE

30
ft.
SPEED

28
MAX
TEMPORARY

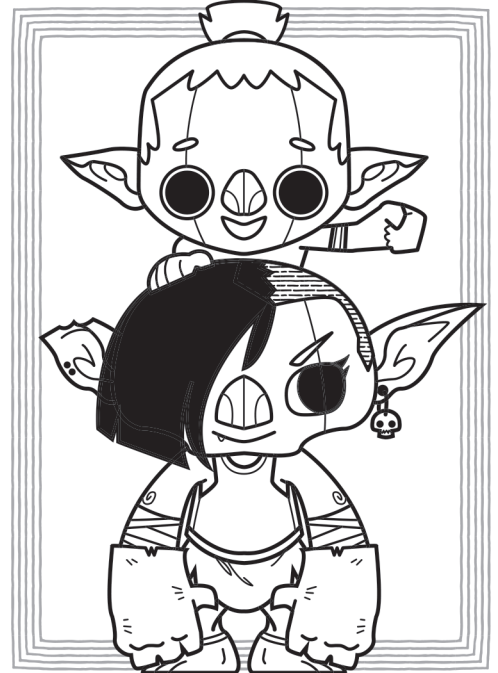
HIT POINTS

DEATH SAVES

3d10
TOTAL (level)

SUCCESS

FAIL



ATTACKS & SPELLCASTING

NAME	ATTACK BONUS	DAMAGE/TYPE
Handaxe	+4	1d6+2 Slashing
Handaxe	+4	1d6+2 Slashing
Unarmed Strike	+4	3 Bludgeoning
RikRuk Throw Rock	+4	3 Bludgeoning Range (10/30)

Bonus Actions

Second Wind. Wam can use a bonus action to regain d10+3 HP. Use again after a short rest.

Special

Fighting Style • Two-Weapons! When Wam engages in two-weapon fighting, she can add her ability modifier to the damage of the second attack.

Action Surge. Wam can take one additional action on her turn. She must complete a short rest before doing this again.

Improved Critical. Wam's weapon attacks score a critical hit on a roll of 19 or 20.

RikRuk Throw Rock. Once on Wam's turn, if RikRuk has a rock, he can throw it.

FEATURES & TRAITS

Darkvision 60 ft.

Speak with Small Beasts

Through sounds and gestures, Wam can communicate simple ideas with Small or smaller beasts. Dankwood goblins like Wam love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

EQUIPMENT & MONEY

•10 Gold