

Jorg Willis-Byrd

Player: NPC

Human fighter 8 - CR 4

Lawful Good Humanoid; Background: Noble Knight;

Height: 5' 7"; Weight: 115lb.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	17	+3	+6
DEX DEXTERITY	16	+3	+3
CON CONSTITUTION	14/19	+4	+7
INT INTELLIGENCE	14	+2	+2
WIS WISDOM	13	+1	+1
CHA CHARISMA	15	+2	+2

AC	19	Initiative	+4	Speed	40 / 5
Proficiency	+3	Inspiration			
HP	84	HD	8d10	Death Saves	
Damage / Current HP		HD Used		Success/Fail	

Number of Attacks 2

+1 Dagger

Main hand: +7, 6 (1d4+4)

piercing

Rng: 20 ft./60 ft.

Finesse, Light,
Thrown

Offhand: +7, 6 (1d4+4)

piercing

Ranged: +7, 6 (1d4+4)

piercing

Ranged offhand: +7, 6 (1d4+4)

piercing

+2 Silver Longsword

Main hand: +8, 9 (1d8+5) slashing

Versatile

Both hands: +8, 10 (1d10+5) slashing

Offhand: +8, 6 (1d8+2) slashing

+2 Silver Shortsword

Main hand: +8, 8 (1d6+5) piercing

Finesse, Light

Offhand: +8, 8 (1d6+5) piercing

+2 Half Plate

+7

Stealth Disadvantage



5th Edition SRD

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+4	DEX (3)	+1	
Animal Handling	+1	WIS (1)	-	
Arcana	+2	INT (2)	-	
Athletics	+6	STR (3)	+3	
Deception	+2	CHA (2)	-	
History	+5	INT (2)	+3	
Insight	+1	WIS (1)	-	
Intimidation	+2	CHA (2)	-	
Investigation	+2	INT (2)	-	
Medicine	+1	WIS (1)	-	
Nature	+2	INT (2)	-	
Perception	+4	WIS (1)	+3	
Performance	+2	CHA (2)	-	
Persuasion	+5	CHA (2)	+3	
Religion	+2	INT (2)	-	
Sleight of Hand	+4	DEX (3)	+1	
Stealth	+4	DEX (3)	+1	
Survival	+1	WIS (1)	-	

Passive Perception: 14

Feats

Mobile

Sentinel

Weapon Master (Battleaxe, Dagger)

Weapon Master (Longsword, Shortsword)

Weapon Master (Strength)

Other Proficiencies:

Tools: Playing card set

Weapons: Martial weapons; Simple weapons; Battleaxe; Dagger; Longsword; Shortsword

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

Special Abilities

Action Surge (1/short rest)

Darkvision (120 feet)

Extra Attack

Improved Critical

Remarkable Athlete

Retainers

Second Wind (recover 1d10+8 hp, 1/short rest)

Shield, +2

+4

Experience & Wealth

Current Cash: 20,000 gp

Role Playing

Gear

**Total Weight Carried: 406/255 lbs., Overloaded
(Maximum: 255 lbs)**

+1 Dagger x3	1 lb
+2 Half Plate	40 lbs
+2 Silver Longsword	3 lbs
+2 Silver Shortsword	2 lbs
Amulet of Health	-
Goggles of Night	-
Money	400 lbs
Ring of Feather Falling	-
Shield, +2	6 lbs

Tracked Resources

+1 Dagger	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Action Surge (1/short rest)	<input type="checkbox"/>
Inspiration	<input type="checkbox"/>
Second Wind (recover 1d10+8 hp, 1/short rest)	<input type="checkbox"/>

Languages

Common
Elvish

Orc