OATH HAMMER

NAME	LINEAGE	CLASS	EXPERIENCE
Brom Ironbreaker	Dwarf	Champion	

PORTRAIT

PRONOUNS	BACKGROUND	BOND
He/Him	Blacksmith	Reclaim the ancestral fortress of Karak Vrag

ATTRIBUTES

MIGHT	TOUGHNESS
4 +0	3 +1
4	4

AGILITY	WILLPOWER
3 +0	2 +0
3	2

INTELLIGENCE	FATE
1 +0	2 +0
1	2

ITEM SLOTS

1.	11.
2.	12.
3.	13.
4.	14.
5.	15.
6.	16.
7.	17.
8.	18.
9.	19.
10.	20.

EQUIPMENT & SUPPLIES

EQUIPPED ARMOR

Leather

ARMOR AV	PENALTY
3	0

PERSONAL TRAITS

Grim, honorable, and steadi

FOCUS

TALISMAN 1	
TALISMAN 2	
TRINKET 1	
TRINKET 2	

LUCK	GRIT
2	6

COPPER	0
SILVER	0
GOLD	0

CONDITIONS & NOTES

WEAPONS

WEAPON	RNG	DMG	AP	TRAITS
-- Empty ·				
-- Empty ·				
-- Empty ·				

SKILL	RANKS	MODS	TOTAL	COLOR
Academics (Intelligence)			1	White
Acrobatics (Agility)	2		5	White
Animal Handling (Willpower)			2	White
Athletics (Might)	1		5	White
Brewing (Intelligence)		+2 (Master Craftsman)	3	White
Carpentry (Agility)			3	White
Defense (Agility / Might)	2		6	White
Dexterity (Agility)	1		4	White
Diplomacy (Willpower)			2	White
Discipline (Willpower)	1	+1 (Oath of Courage)	4	White
Fighting (Agility / Might)	2		6	White
Folklore (Willpower)			2	White
Fortune (Fate)			2	White
Heal (Intelligence)			1	White
Leadership (Willpower)	1		3	White
Magic (Intelligence / Willpower)			2	White
Masonry (Might)		+2 (Master Craftsman)	6	White
Orientation (Intelligence)			1	White
Perception (Willpower)			2	White
Resilience (Toughness)	2		6	White
Ride (Agility)			3	White
Shooting (Agility)			3	White
Smithing (Might)		+2 (Master Craftsman)	6	White
Stealth (Agility)			3	White
Survival (Willpower)			2	White
Tracking (Intelligence)			1	White

SACRED OATHS (PICK 3)

OATH 1	Oath of Courage
OATH 2	Oath of Diligence
OATH 3	Oath of Faith

Oath of Courage: Oppose evil and never surrender to evil foes.

Oath of Diligence: Embrace hard work and complete responsibilities quickly and efficiently.

Oath of Faith: Glorify your god through noble deeds, serving others before yourself. Trust your companions.

SPELLS & SPECIAL ABILITIES

SPELLS

Cannot cast spells (requires spellcasting Class, Lineage, or Magic ranks).

SPECIAL ABILITIES (CLASS & GENERAL)

ACTIVE ABILITIES & BLESSINGS

- **Fyrd Training** *(Lineage)*: You gain a +1 bonus to attack and defense rolls. You are also proficient with heavy weapons.
- **Master Craftsman** *(Lineage)*: You gain 2 ranks in Brewing, Masonry, or Smithing.
- **Ponderous** *(Lineage)*: You incur a -1 penalty to Acrobatics checks.
- **Stalwart** *(Lineage)*: You gain 1 rank in Toughness and 2 additional item slots. You cannot be Dazed.
- **Blademaster** *(Class)*: You roll red attack and damage dice while wielding melee weapons.
- **Heroic Action** *(Class)*: You may roll black dice for an attack or defense roll. You may use this trait a number of times per encounter equal to your ranks in Willpower.
- **Oath of Courage** *(Oath)*: Boon: +1 Discipline, cannot be Frightened | Bane: -2 Discipline, -1 Leadership.
- **Oath of Diligence** *(Oath)*: Boon: Black dice for Carpentry, Masonry, Smithing | Bane: -2 to crafting skills.
- **Oath of Faith** *(Oath)*: Boon: +1 bonus to Spell Saves | Bane: -2 penalty to Spell Saves.

ARCANE STRESS	STRESS THRESHOLD	SPELL SAVE MODIFIER
0	2	2

NOTES & CAMPAIGN JOURNAL

BACKSTORY & LORE

Session 1: The party met at the Crossed Pikes Tavern in Highgate.
Session 2: Delved into the Sunken Barrow of Clan Vrag. Defeated four crypt ghouls and recovered an ancient sigil.
Session 3: Swore an oath before the Stone Father to defend the southern pass against orc warbands.

CHARACTER ILLUSTRATIONS & ART GALLERY