

Human  
RACE3rd-Level Fighter (Champion)  
LEVEL & CLASSMedium  
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

+2

14

DEXTERITY

+3

16

CONSTITUTION

+2

15

INTELLIGENCE

+0

11

WISDOM

+1

13

CHARISMA

-1

9

+2

PROFICIENCY BONUS

- ☒ +4 Strength
- ☐ — Dexterity
- ☒ +4 Constitution
- ☐ — Intelligence
- ☐ — Wisdom
- ☐ — Charisma

SAVING THROWS

- ☐ — Acrobatics (Dex)
- ☐ — Animal Handling (Wis)
- ☐ — Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ — Deception (Cha)
- ☐ — History (Int)
- ☐ — Insight (Wis)
- ☐ — Intimidation (Cha)
- ☐ — Investigation (Int)
- ☐ — Medicine (Wis)
- ☐ — Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ — Performance (Cha)
- ☐ — Persuasion (Cha)
- ☐ — Religion (Int)
- ☐ — Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☐ — Survival (Wis)

SKILLS

13

PASSIVE WISDOM  
(PERCEPTION)

14

ARMOR  
CLASS

+3

INITIATIVE

30

FEET

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Flintlock Rifle <sup>1</sup>	+7	1d12+3 PIERCING
Cavalry Saber	+5	1d8+3 SLASHING
Bayonette <sup>2</sup>	+5	1d4+3 PIERCING

<sup>1</sup>You can fire your Flintlock Rifle 150 ft., or up to 600 ft. with disadvantage. You cannot fire more than once per round.

<sup>2</sup>You can fix your bayonette to your rifle as a bonus action. A fixed bayonette inflicts 1d6+3 piercing damage.

ATTACKS &amp; SPELLCASTING

You're a former soldier, a veteran of the wars, whose martial skills are now for hire by those with coin or, at the very least, a worthy cause.

**Fighting Style: Marksman.** You gain +2 bonus to attack rolls with ranged weapons (as noted in your sheet).

**Second Wind.** You have a limited well of stamina that you can draw upon to protect yourself from harm. On your turn, you can use a bonus action to regain 1d10+3 hit points. You can use this feature once per short or long rest.

**Action Surge.** once per short or long rest, You can push yourself beyond your normal limits. On your turn, you can take an extra action.

**Improved Critical.** Your weapon attacks score a critical hit on a roll of 19 or 20.

**Proficiencies.** All armour and shields; simple weapons, martial weapons.

**Languages.** Common, Sylvan, Orc

OTHER PROFICIENCIES &amp; LANGUAGES

**Fighter's Gear:**

- leather armour
- flintlock rifle
- bayonette
- cavalry saber
- 10 gold pieces

**Explorer's Pack:**

- bedroll
- mess kit
- tinderbox
- 10 torches
- 10 days rations
- waterskin
- 50 ft. hempen rope

EQUIPMENT

FEATURES &amp; TRAITS