

Human

3rd-Level Fighter (Champion)

Medium

DESCRIPTION

PLAYER

CHARACTER NAME





















PROFICIENCY BONUS

- +4 Strength Dexterity
- +4 Constitution
- \_ Intelligence \_ Wisdom
- \_\_\_ Charisma
  - SAVING THROWS



- +4 Athletics (Str)
- \_\_ Deception (Cha)
- O \_\_\_\_ History (Int) O \_\_\_\_ Insight (Wis)
- O \_\_\_\_ Intimidation (Cha)
- O \_\_\_\_ Investigation (Int)
- O \_\_\_\_ Medicine (Wis)
- \_\_ Nature (Int)
- Perception (Wis)
- \_ Performance (Cha) \_\_ Persuasion (Cha)
- \_ Religion (Int)
- \_\_ Sleight of Hand (Dex)
- \_ Survival (Wis)

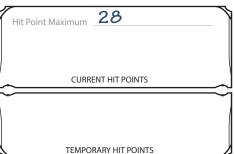
SKILLS



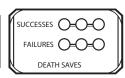
PASSIVE WISDOM











NAME	ATK BONUS	DAMAGE/TYPE
Flintlock Rifle 1	+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.

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

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.

ATTACKS & SPELLCASTING

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

OTHER PROFICIENCIES & LANGUAGES

Languages. Common, Sylvan, Orc

## 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 & TRAITS** 

TM & © 2016 WIZARDS OF THE COAST LLC IN THE U SION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY. PRE-GENERATED CHARACTER SHEET PREPARED BY JOE.NITTOLY.CA