CHARACTER NAME

RACE	LEVEL & CLASS	BACKGROUND
Human	3rd-Level Fighter (Champion)	Soldier
SIZE	**DESCRIPTION**	**PLAYER**
Medium		

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
+3	+2	+2	-1	+1	+0
16	14	15	9	13	11

+2 PROFICIENCY BONUS

- (•) +5 Strength
- ( ) ___ Dexterity
- (•) +4 Constitution
- ( ) ___ Intelligence
- ( ) ___ Wisdom
- ( ) ___ Charisma

SAVING THROWS

- (•) +4 Acrobatics (Dex)
- ( ) ___ Animal Handling (Wis)
- ( ) ___ Arcana (Int)
- (•) +5 Athletics (Str)
- ( ) ___ Deception (Cha)
- ( ) ___ History (Int)
- ( ) ___ Insight (Wis)
- (•) +2 Intimidation (Cha)
- ( ) ___ Investigation (Int)
- ( ) ___ Medicine (Wis)
- (•) +1 Nature (Int)
- (•) +3 Perception (Wis)
- ( ) ___ Performance (Cha)
- ( ) ___ Persuasion (Cha)
- ( ) ___ Religion (Int)
- ( ) ___ Sleight of Hand (Dex)
- ( ) ___ Stealth (Dex) : DISADV.:
- (•) +3 Survival (Wis)

SKILLS

13 PASSIVE WISDOM (PERCEPTION)

16/18 ARMOR CLASS

+2 INITIATIVE

30 FT SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3D10

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Longsword [1,3]	+5	1D8+5 slashing
Light Crossbow [2,3]	+4	1D8+2 piercing

[1] You can wield your longsword with both hands to inflict 1D10+3 damage, but you cannot have your shield affixed when doing so.

[2] You can fire a Light Crossbow 80 ft., or up to 320 ft. with disadvantage on the attack roll.

[3] **Improved Critical:** Your weapon attacks inflict a critical hit on a roll of 19 or 20.

ATTACKS & SPELLCASTING

You're a former solder who once held rank in a military order, but who now pursues wealth and victory on your own terms. Your battle-honed skills can be hired by those with enough coin...or occasionally for the right cause.

Fighting Style: Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon (already noted in your longsword damage).

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.

Military Rank

You once served in the military as a Captain. Soldiers loyal to your organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly encampments and fortresses where your rank is rocognized.

FEATURES & TRAITS

Proficiencies. All armour and shields, simple weapons, martial weapons, vehicles (land), Cards (gambling).

Languages. Common, Elvish, Orcish

OTHER PROFICIENCIES & LANGUAGES

Soldier's Gear
- Insignia of rank
- Battlefield Trophy: _____
- Deck of cards
- Set of common clothes
- Belt pouch.

Fighter's Gear
- Chainmail (Disadvantage on Stealth)
- Longsword
- Shield (AC +2)
- Light Crossbow, Bolts { □□□□□□□□□□□□□□□□□□□□

Explorer's Pack
- Bedroll
- Mess kit
- Tinderbox
- Torches x 10
- Rations x 10 days' worth
- 50 ft. of rope

Wealth
- 10 gold pieces

EQUIPMENT

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Pre-generated character sheet prepared by joe.nittoly.ca