

HUMAN

3RD-LEVEL **FIGHTER** (CHAMPION)

SOLDIER

BACKGROUND

MEDIUM

CHARACTER NAME

DESCRIPTION

PLAYER



DEXTERITY

14

15

INTELLIGENCE

9

WISDOM

13

CHARISMA

11

PROFICIENCY BONUS

_ Intelligence

O ____ Wisdom



O ____ Charisma SAVING THROWS CONSTITUTION



Arcana (Int) +5 Athletics (Str)

_ Deception (Cha)

O ____ History (Int)

O ____ Insight (Wis) Intimidation (Cha)

O ____ Investigation (Int)

O ____ Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

O ____ Religion (Int)

O ____ Sleight of Hand (Dex)

O ____ Stealth (Dex) Survival (Wis)

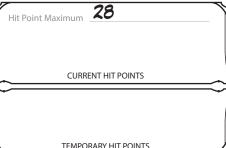
SKILLS

PASSIVE WISDOM 13 (PERCEPTION)











I'VE LOST TOO MANY FRIENDS AND I'M SLOW TO MAKE NEW ONES.

I CAN STARE DOWN A HELL HOUND WITHOUT FLINCHING.

PERSONALITY TRAITS

INDEPENDENCE. WHEN PEOPLE FOLLOW ORDERS BLINDLY, THEY EMBRACE A KIND OF TYRANNY.

IDEALS

I FIGHT FOR THOSE WHO CANNOT FIGHT FOR THEMSELVES.

RONDS

I MADE A TERRIBLE MISTAKE IN BATTLE THAT COST MANY LIVES - AND I WOULD DO ANYTHING TO KEEP THAT MISTAKE SECRET.

FLAWS



1 YOU CAN WIELD YOUR LONGSWORD WITH BOTH HANDS TO INFLICT 1010+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.

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 1010+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.

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.

ATTACKS & SPELL CASTING

PROFICIENCIES. ALL ARMOUR AND SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS, VEHICLES (LAND), CARDS (GAMBLING).

OTHER PROFICIENCIES & LANGUAGES

LANGUAGES. COMMON, ELVISH, SYLVAN.



FEATURES & TRAITS