**Human Fighter 4**

“Measure twice, cut once. Or two or three times, whatever works. Maybe five.”

You crave adventure like most people crave food or drink. You lived in any number of cities and villages during your time with the military, but no one place has ever truly felt like home—and you have slowly come to the conclusion that this is according to your preferences.

**Background (Soldier)**

You were a professional soldier. You traveled to foreign lands, led troops into danger, fought wars under the banners of different commanders. Yet, you craved something more out of life, and resigned your commission. Now you are out on your own, living by your wits, taking orders from no one.

**Military Rank.** You were a low-ranked officer in a military organization. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank.

**Faction.** You are a member of the Order of the Gauntlet, a devout and vigilant group that seeks to protect others from the depredations of evildoers.

**Personality Trait.** You can stare down a hell hound without flinching.

**Ideal.** When people follow orders blindly, they embrace a kind of tyranny.

**Bond.** You fight for those who cannot fight for themselves.

**Flaw.** You’d rather eat your armor than admit when you’re wrong.

**Fighter Features**

**Fighting Style: Protection.** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

**Second Wind.** On your turn, you can use a bonus action to regain 1d10 + 4 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

**Action Surge.** On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

**Martial Archetype: Champion**

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

**Equipment**

Longsword, pike, javelin (5), chain mail, shield, dungeoneer’s pack, *potion of healing*, money (30 gp, 5 sp)