

HUMAN FIGHTER 7



“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 + 7 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.

CHARACTER NAME

Medium humanoid (human),
Champion martial archetype, chaotic
good

Armor Class 19

Hit Points 60 (Hit Dice 7d10)

Speed 30 ft.

STR	DEX	CON
20 (+5)	9 (-1)	15 (+2)
INT	WIS	CHA
13 (+1)	11 (0)	14 (+2)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +8, Con +5

Skills Athletics +8, History +4,
Intimidation +5, Perception +3

Armor All, shields.

Weapons Simple, martial.

Tools Gaming dice, vehicles (land)

Senses Passive Perception 13

Languages Common, Orc

ACTIONS

Attack. You can attack twice when you take this action, using the following:

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

MARTIAL ARCHETYPE: CHAMPION

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

Remarkable Athlete. You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

EQUIPMENT

Longsword, pike, javelin (5), splint mail, shield, dungeoneer's pack, *potion of healing*, warhorse (with bit, bridle, military saddle, saddlebags), money (33 gp, 5 sp)

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 1d8 + 5 slashing damage.

Pike. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 1d10 + 5 piercing damage.

Javelin. *Ranged Weapon Attack:*

+8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1d6 + 5 piercing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 7 hit points.

Action Surge. Take one additional action on top of your regular action.

REACTIONS

Protection. Impose disadvantage on an attack against a target within 5 feet of you.

OPTIONS

Improved Critical. Champion feature.

Remarkable Athlete. Champion feature.