



15
ARMOR CLASS

HIT POINTS
20

NAME _____

DESCRIPTION	
Align _____	Gender _____
Hgt _____	Wgt _____
Eyes _____	Hair _____
Size Medium	

EXPERIENCE POINTS	
Class Fighter	Level 1
XP _____	NL 2,000
<small>CURRENT XP</small>	<small>REQUIRED FOR NEXT LEVEL</small>

ABILITIES
STR 16 (+3)
DEX 12 (+1)
CON 14 (+2)
INT 8 (-1)
WIS 14 (+2)
CHA 10 (+0)

ATTRIBUTES
Speed 25 feet
Hit Dice d12
Initiative +1

SENSES
Low-light vision

ATTACKS
Weapon (Atk) (Damage)
Greataxe (+6) (2d6 + 7 slashing; two-handed)
Lt. crossbow (+4) (1d8 + 5 piercing; range 80/320)
_____ () ()
_____ () ()

LANGUAGES
Common, Dwarven

FEATURES, BACKGROUND, AND THEME

RACE: HILL DWARF

Dwarves are known for their skill in battle, their ability to withstand punishment, their knowledge of the earth's secrets, their hard work, and their capacity for drinking ale. The mysterious lost kingdoms of the dwarf ancestors are never far from their minds. Dwarves gain the following features.

- * Dwarven Resilience
- * Low-Light Vision
- * Speed
- * Stonecunning

See below for details.

CLASS: FIGHTER

Durability combined with unequaled weapon mastery helps the fighter dominate the battlefield. Fighters gain the following feature.

WEAPON AND ARMOR

PROFICIENCIES: You can wear all armor, use all shields, and wield all weapons.

WEAPON FOCUS: You gain a +2 bonus to damage on weapon attacks. This bonus has already been figured into the damage of your attacks.

BACKGROUND: SOLDIER

You trained for and possibly fought in a war. You studied weapons, armors, survival techniques, and how to stay alive when war raged all around you. You have training in the skills listed below, and you gain the indicated bonus on any check involving that skill.

- * Intimidate +3
- * Perception +3
- * Survival +3

You also gain the background feature called Endurance. See below for details.

THEME: SLAYER

Slayers kill. You don't flinch from violence and you dive into the thick of battle, your weapon rising and falling as you carve a path through their foes.

You gain the Reaper feat.

REAPER: Your aggressive fighting style makes all of your attacks close calls.

Benefit: When you miss with an attack, you still deal damage equal to the ability score modifier of the ability you used to make the attack.

FOR A MORE OLD-SCHOOL EXPERIENCE, DON'T USE BACKGROUND AND THEME.

RACIAL FEATURES

DWARVEN RESILIENCE: You are immune to poison.

LOW-LIGHT VISION: If there is no light within 30 feet of you, you treat shadows in that radius as normal light, and you treat darkness in that radius as shadows.

SPEED: You do not suffer a speed penalty for being encumbered or for wearing heavy armor.

STONECUNNING: While underground, you always know your approximate depth and how to retrace your path. You can identify the age of visible stonework and the culture responsible for its construction.

BACKGROUND FEATURE

ENDURANCE: You can perform strenuous physical activity, such as forced marching, treading water, or holding your breath, for twice as long as normal. In addition, you can carry twice as much as your Strength would allow without being encumbered.

ADDITIONAL LEVELS

When you reach the next level or start your character at a higher level, with your DM's approval, make the adjustments noted for each level.

LEVEL 2 (2,000 XP)

Increase your total Hit Dice to 2d12. Increase your maximum hit points to 26. You gain the Fighter's Surge class feature.

Fighter's Surge: Twice per day, you can take two actions on your turn.

LEVEL 3 (6,000 XP)

Increase your total Hit Dice to 3d12. Increase your maximum hit points to 32. You gain the Cleave feat. Increase the damage of your weapon attacks by +1.

CLEAVE: You let the momentum from a kill carry you into your next attack.

Benefit: Once on your turn, when you reduce an enemy to 0 hit points or fewer with a melee attack, you can make a single melee attack as part of the same action.

EQUIPMENT & TREASURE

Chainmail, light crossbow with 20 bolts, greataxe, adventurer's kit (backpack, mess kit, 50 feet of hempen rope, tinderbox, 10 torches, 7 days of rations, waterskin), lucky charm, souvenir of previous campaign (weapon taken from enemy, scar, or similar), bone dice.