

CHARACTER NAME

Fighter 3

CLASS & LEVEL

Human (Chultan)

RACE

Soldier

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

900

EXPERIENCE POINTS

**STRENGTH**  
16  
+3

**DEXTERITY**  
10  
+0

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
11  
+0

**WISDOM**  
14  
+2

**CHARISMA**  
14  
+2

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

- +5 Strength
- +0 Dexterity
- +4 Constitution
- +0 Intelligence
- +2 Wisdom
- +2 Charisma

**SKILLS**

- +0 Acrobatics (Dex)
- +4 Animal Handling (Wis)
- +0 Arcana (Int)
- +5 Athletics (Str)
- +2 Deception (Cha)
- +0 History (Int)
- +2 Insight (Wis)
- +4 Intimidation (Cha)
- +0 Investigation (Int)
- +2 Medicine (Wis)
- +0 Nature (Int)
- +2 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +0 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +4 Survival (Wis)

18 **ARMOR CLASS**    +0 **INITIATIVE**    30 ft. **SPEED**

Hit Point Maximum 28

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 3d10 **HIT DICE**    **DEATH SAVES**

SUCCESSES ○○○○  
FAILURES ○○○○

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
warhammer	+5	1d8+3*
handaxe*	+5	1d6+3

\*warhammer versatile (1d10+3)  
\*thrown handaxe range (20/60)

**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.**  
You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

**ACTION SURGE.**  
You can push yourself beyond your normal limits for a moment. 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.

**FEATURES & TRAITS**

12 **PASSIVE WISDOM (PERCEPTION)**

**Armor.**  
All Armor, Shields

**Weapons.**  
Simple Weapons, Martial Weapons

**Tools.**  
Gaming Set (Dice), Vehicles (Land)

**Languages.**  
Common, Chultan

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**

- CP chainmail, warhammer, shield, 2 handaxes,
- SP explorer's pack,
- EP insignia of rank, trophy from fallen enemy (shrunk grung head),
- CP 10 bone dice, common clothes, pouch
- PP



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**MILITARY RANK.**  
You have a military rank from your career as a soldier. 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. 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 military encampments and fortresses where your rank is recognized.

**BACKSTORY.**  
You've spent the last few years serving as a guard in the service of the merchant princes of Nyanzaru. Though of late, you've heard disturbing stories coming from those lucky enough to escape the jungle. You're certain that by discipline and skill you could discover the source of these harrowing tales, and put it to rest.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE