

Level 4 Dwarf Fighter

AC 19 **Hit Points** 45
Speed 25 ft. **Hit Dice** 4d10

Strength 17 (+3)
Dexterity 14 (+2)*
Constitution 16 (+3)
Intelligence 8 (–1)
Wisdom 12 (+1)
Charisma 10 (+0)

*Due to your armor, you have disadvantage on any check you make to hide or move silently.

Attacks

Battleaxe +5; 1d8 + 3 slashing damage

Handaxe +5; 1d6 + 3 slashing damage (20 ft/60 ft)

Skills

Skills: Handle an animal, heal, intimidate, persuade, recall lore (political lore), and ride.

Stonecunning: While you are underground, you have advantage on all Wisdom checks to listen and spot, and you roughly know your depth beneath the surface.

You also know the approximate age and origin of worked stone you inspect.

Race: Hill Dwarf

Languages: Common, Dwarvish

Darkvision: You treat darkness within 60 feet of you as dim light. When you do so, your vision is in black and white.

Dwarven Resilience: You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Weapon Training: You are proficient with the battleaxe, handaxe, throwing hammer, and warhammer.

Dwarven Toughness: Whenever you roll Hit Dice during a rest, you regain 1 extra hit point for each Hit Die you roll.

Class: Fighter

Armor and Weapon Proficiencies: You are proficient with all armor and shields, and all simple and martial weapons.

Expertise: You have two d6s called expertise dice. Expertise dice represent your ability to push yourself mentally and physically, calling upon your training and skill to do something exceptional. When you spend these dice, you are taxing your mind or your body in some way.

Once you use an expertise die, it is expended. You have two ways to regain use of your expended expertise dice: You regain all of them when you complete a short rest or a long rest, and you can use your action to regain a single expertise die, provided you have expended all of your expertise dice.

Deep Wound: When you hit with an attack, you can spend one expertise die. Roll it, and add the number rolled to the damage.

Parry: When you are wielding a melee weapon and would be hit by a melee attack, you can use your reaction to parry that attack. Spend one expertise die, roll it, and add the number rolled to your AC against that attack.

Charge: As an action, you can move up to your speed and make a single melee attack. You cannot move any farther during the same turn.

Cleave: Once on each of your turns, when you reduce a creature to 0 hit points or fewer with a melee attack, you can make a single melee attack against another creature within your reach as a part of the same action.

Unerring Attacker: You have the following Unerring Attacker option.

Attack Orders: When another creature that you can see and that can hear you makes an attack roll, before that creature roll its attack you can spend one expertise die, roll it, and add the number rolled to the attack roll.

Background: Knight

Trait—Knight's Station: When you are among nobility or some other group that would recognize your station as a knight, you can expect to receive free accommodations and food for yourself and your adventuring companions for the duration of your stay. Certain nobles might decline, but this is a serious breach of etiquette and usually has social consequences.

Spells

Equipment

Dragon scale armor, shield, battleaxe, 4 handaxes, traveler's clothes, a belt pouch containing 39 gp, and an adventurer's kit consisting of a backpack, a healer's kit, a mess kit, 50 feet of hempen rope, a tinderbox, ten torches, ten days of rations, and a waterskin