

Human Fighter (Soldier) 1

Abilities

Strength	+3 (16)	Athletics +5, Save +5
Dexterity	+0 (10)	
Constitution	+2 (14)	Save +4
Intelligence	+1 (13)	
Wisdom	+1 (12)	Perception +3, Survival +3
Charisma	+2 (14)	Intimidation +4

Armour Class	Hit Points	Hit Dice
18	12	1d10
Initiative	Speed	P. Perception
+0	30 ft.	13

Attacks

Longsword: +5 to hit	1d8+5 slashing damage Melee: 5 ft.
Light Crossbow: +2 to hit	1d8 piercing damage Ranged: 80/320 ft.

Features

Second Wind (1/rest): Use a bonus action to regain 1d10+1 hit points.

Fighting Style – Duelist

Tools & Languages

Gaming Cards. Speaks Common and Orc.

Equipment

Chainmail	Backpack
Shield	Bedroll
Longsword	Mess Kit
Light crossbow	Tinderbox
20 bolts	10 torches
Deck of cards	10 days rations
Trophy from an enemy	Waterskin
Rank insignia	50 feet rope
10 gp	

Alignment - Lawful Neutral

Faction – Zhentarim

The Zhentarim seeks to become omnipresent and inescapable, more wealthy and powerful, and most importantly, untouchable.

- The Zhentarim is your family. You watch out for it, and it watches out for you
- You are the master of your destiny. Never be less than what you deserve to be.
- Everything – and everyone – has a price.

Background

You were a member of the Hillsfar army for several years before setting out on your own. There is no truth to the rumours that you were forced out after a drunken night when you made your support for the Zhentarim very clear, but rumours persist. The men you commanded still respect you, but your new life as an adventurer may provide more ways of helping the people of Zhentil Keep and the Zhentarim!

Feature: Military Rank

You were a master sergeant in the Hillsfar army. Soldiers of the army still recognise 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 usually gain access to friendly military encampments and fortresses where your rank is recognised.

Personality Traits

I can stare down a hell hound without flinching. I face problems head-on. A simple and direct solution is the best path to success.

Ideal

My fellow Zhentarim are all that matter.

Bond

I want my homeland of Zhentil Keep back, and I will do anything to make that happen.

Flaw

I'd rather eat my armour than admit when I'm wrong.

Combat

On your turn in combat, you may move up to your speed, before and/or after you take one action.

You may also take one bonus action (if available).

Movement

You may move around the battlefield as you wish.

When you move away from an opponent, that opponent can attack you.

Likewise, when an opponent moves away from you, you can attack that opponent. You can only do this once per round as it uses your reaction. (You gain your reaction back when your next turn starts).

Typical Actions

Attack – make an attack with one weapon.

Dash – double your movement speed for this turn.

Disengage – your movement this turn doesn't provoke attacks from your opponents.

Dodge – attacks against you have disadvantage until the start of your next turn.

Help – you give an ally advantage on their next attack or ability check

Hide – you attempt to hide from your opponents by making a Dexterity (Stealth) check

Search – you look for something hidden on the battlefield

Use an Object – draw a sword or shield, pick something up, or open a door. However, your first object interaction each turn doesn't take an action and is free.

Attack Rolls

Roll 1d20 and add your attack bonus. If you roll equal or higher than the defender's **Armour Class**, you hit!

If you rolled a natural 20 on the die before modifications, you score a **Critical Hit** and roll twice the normal number of damage dice.

If you rolled a natural 1 on the die before modifications, you automatically miss.

You make attack rolls when you attack!

Saving Throws

Roll 1d20 and add your saving throw bonus. By default it is your ability modifier, but some abilities have better modifiers (look for Save +# on the ability line).

If you roll higher or equal to the **Difficulty Class** of the saving throw (the DM will tell you what it is), you succeed. If you roll lower, you fail.

You make saving throws to avoid things, typically certain spell effects.

Ability Checks

Roll 1d20 and add your ability modifier. Sometimes, you might add a skill bonus instead, depending on what you're doing (your DM will tell you).

If you roll higher or equal to the **Difficulty Class** of the saving throw (the DM will tell you what it is), you succeed. If you roll lower, you fail.

You make ability checks to see if you succeed when you attempt tasks that aren't attacking someone.

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Stuck for a character name?

Male: Darwin, Dorn, Gorstag, Grim, Malark, Randal, Stedd. **Female:** Arveen, Esvele, Jhessail, Kerri, Miri, Rowan, Shandri
Surnames: Amblecrown, Buckman, Dundragon, Evenwood, Greycastle, Tallstag.