

Human Fighter, level 1

Strength
+3 (16)
Save +5

Dexterity
+0 (10)

Constitution
+2 (14)
Save +4

Intelligence
+0 (10)
History +2

Wisdom
+2 (14)
Animal Handling +4
Perception +4

Charisma
+2 (14)
Persuasion +4

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|---------------------------|-------------------------|---------------------------------|
| Armour Class 18 | Hit Points 12 | Hit Dice 1d10 |
| Initiative +0 | Speed 30 ft. | Passive Perception 14 |

Attacks

Longsword: +5 to hit 1d8+3 slashing damage
 1d10+3 if used two-handed
Handaxe: +5 to hit 1d6+3 slashing damage
 Melee or Range: 20/60

Bonus Actions

Second Wind. You regain 1d10+1 hit points. You must finish a short or long rest to use this ability again.

Reactions

Protection. When a creature you can see attacks an ally within 5 feet of you, you can use your reaction to impose disadvantage on its attack roll. You must be wielding a shield to use this ability.

Alignment – Lawful Good

Background – Knight of the Order

You grew up in Arabel, a great city of Cormyr, where your family had served for several generations in the Purple Dragons Knights of Cormyr, the elite fighting force of the kingdom.

You joined the knights as a squire when you were a teenager, and have served them faithfully. In a recent ceremony, you were finally knighted. You have been sent to the Moonsea to observe the retaking of Phlan, and to advise your order on whether the green dragon poses any threat to Phlan.

Knightly Regard

You receive shelter and succour from members of your order and from people allied to their cause.

Personality Traits

My family has accumulated much wisdom over the years, that I love to share with people. The greatest foe I could defeat is a dragon.

Ideal

I strive to make the world a more law-abiding place.

Bond

I live to protect the people of Cormyr, but wherever I go, I will protect the downtrodden.

Flaw

I crave the respect of others, and I am ill-tempered when I don't receive it.

Proficiencies & Languages

Armour: All armour and shields.

Weapons: All simple and martial weapons.

Tools: Gaming dice.

Languages: Common, Elf.

Equipment

| | |
|--------------------|-----------------------|
| Chain mail | Traveller's Clothes |
| Longsword | Signet |
| Shield | Belt pouch with 10 gp |
| 2 hand axes | Backpack |
| 10 torches | Bedroll |
| 10 days of rations | Mess kit |
| Waterskin | Tinderbox |
| 50 ft. hempen rope | |

Playing the Human Fighter

This fighter is designed to stand in the front line, protecting his or her allies and making sure that monsters can't get by to attack the poorly-armoured wizards and rogues.

You have a good Armour Class and excellent hit points, which means that most attacks won't hit, and even when they do you'll still be standing afterwards. Critical hits might still drop you, in which case your allies should heal you quickly.

Your **Second Wind** ability can be used in addition to your attack. If you drop to 5 hit points or below, it is definitely worth using. It requires a rest of at least one hour before using again, and if you're in an extended adventure, it may be worth finding a spot to take that rest once you've used it. If you can't because there are time pressures on your adventure, that's fine, but you'll be more effective if you rest when needed.

Your **Protection** ability makes it harder for enemies to hit your allies who stand next to you. It is a reaction, which means you can use it when it isn't your turn. However, once you use your reaction, you must wait until your next turn before you can use it again. You also use your reaction to make opportunity attacks against creatures moving away – or past – you, so you do have to choose the right time to use it. Pay attention to what the monsters are doing!

Your main attack is your longsword which is a melee weapon. If you have to attack a creature at range, you have two handaxes that can be thrown; it is probably in your interest to get a longbow at some stage, although you'll never be as effective with it as a dedicated archer. You're best on the front line.

Faction – Lord's Alliance

More than anything, you stand for the rule of law. The Kingdom of Cormyr needs to stand, and you pursue missions for it and other important lords to see that civilisation does not fall into chaos.

Rules Notes

To resolve whether you succeed at most tasks, your DM will ask you to make an Attack Roll, a Saving Throw or an Ability Check.

For each of them, you roll a twenty-sided die (a d20) and add the applicable modifier. Your DM will have a target number that you need to roll equal or higher than to succeed.

Attack Rolls require a roll equal or higher than the Armour Class of the opponent to hit.

Saving Throws and **Skill** modifiers are listed beneath the appropriate attribute score. If you are not proficient in that skill or saving throw, you use your attribute score instead.

What can you do on your turn?

On your turn, you can move up to your speed and take one Action and one Bonus Action (if available). You can split your move before and after your action.

Typical actions include:

Attack – make one attack with a weapon

Dash – double the distance you can move this turn

Disengage – when you move away from monsters this turn, they can't attack you. (Note that you can't move faster with this action).

Dodge – opponents attacking you have disadvantage.

Help – aid a friend, who gains advantage on their task.

Interact with an Object – open doors, draw weapons, etc. You may interact with one object for free on your turn; another interaction takes your action.

Ready an Action – prepare an action to take on someone else's turn

Reactions

You may use your reaction to act when it isn't your turn; typically to make an opportunity attack against a foe moving away from you or to use your **Protection** ability. Once you use your reaction, you must wait until the beginning of your next turn until you can use it again.

Stuck for a character name?

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