

Dacian : Soldier

Female Human, any alignment

Armor Class: 16 (Ring mail, Shield)

Hit Points: 42 (5d8 +20)

Speed: 30ft (9m / 6 sqr)

Proficiency: +2

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	14 (+2)	15 (+2)	12 (+1)

Skills: *Athletics* +6 *Intimidation* +3 *Survival* +4 *Medicine* +4

Saving Throws: *Strength* +6 *Constitution* +6 ?

Challenge: 1 (200 XP)

Actions

Multiattack. The Soldier makes two weapon melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack* +6 to hit, reach 5 ft, one target. Hit: 7 (1d6 +4) slashing damage.

Properties: Finesse, Light,

Light Crossbow. *Ranged Weapon Attack* +4 to hit, range 80/320ft, one target. Hit: 6 (1d8 +2) piercing damage.

Properties: Ammunition: range 80/320ft, Loading, Two-handed,

Special Abilities

City Defender: The soldier can have proper housing and medical care inside the barracks of their nation without spending money.

Military Training: In case of need the soldier can only eat and drink half of the normal needed food for CON days. He can also do a forced march the double time than a normal adventurer.

Tool Proficiency: The soldier is proficient with Vehicles (land).

Racial Features

Ability Modifiers: +1 to all

Languages: speaks Common and one extra.

Character created at rpgtinker.com