

Ferrek : Holy Champion

Male Human, any alignment

Armor Class: 18 (Full Plate Armor)

Hit Points: 217 (29d8 +87)

Speed: 30ft (9m / 6 sqr)

Proficiency: +4

STR	DEX	CON
19 (+4)	11 (+0)	17 (+3)
INT	WIS	CHA
11 (+0)	13 (+1)	15 (+2)

Skills: *Religion* +4 *Athletics* +8 *Persuasion* +6 *History* +4

Saving Throws: *Strength* +8 *Constitution* +7 ?

Challenge: 9 (5000 XP)

Actions

Multiattack. The Holy Champion makes four weapon melee attacks or four ranged attacks.

Greatsword. *Melee Weapon Attack* +8 to hit, reach 5 ft, one target. Hit: 11 (2d6 +4) slashing damage.

Properties: Heavy, Two-handed,

Longbow. *Ranged Weapon Attack* +4 to hit, range 150/600ft, one target. Hit: 4 (1d8 +0) piercing damage.

Properties: Ammunition: range 150/600ft, Heavy, Two-handed,

Special Abilities

Exemplar: The champion is a example to the citizens due to its strict condute and known status. Due to that he can find a place to hide, rest, or recuperate among other commoners, unless he shows to be a danger to them.

Holy Servant: Once per short rest the champion can conjure, as a bonus action, the spell Healing Word (1d4 + Cha, range 60ft).

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

Racial Features

Ability Modifiers: +1 to all

Languages: speaks Common and one extra.

Character created at rpgtinker.com