

Borel : Soldier

Female Human, any alignment

Armor Class: 16 (Ring mail, Shield)

Hit Points: 37 (5d8 +15)

Speed: 30ft (9m / 6 sqr)

Proficiency: +2

STR
16 (+3)

DEX
13 (+1)

CON
16 (+3)

INT
12 (+1)

WIS
15 (+2)

CHA
9 (-1)

Skills: *Athletics* +5 *Intimidation* +1

Saving Throws: *Strength* +5 *Constitution* +5 ?

Challenge: 1 (200 XP)

Actions

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

Shortsword. *Melee Weapon Attack* +5 to hit, reach 5 ft, one target. Hit: 6 (1d6 +3) slashing damage.

Properties: Finesse, Light,

Light Crossbow. *Ranged Weapon Attack* +3 to hit, range 80/320ft, one target. Hit: 5 (1d8 +1) 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