

# Ghorvas : Soldier

Female Human, any alignment

Armor Class: 16 (Ring mail, Shield)

Hit Points: 85 (10d10 +30)

Speed: 30ft (9m / 6 sqr)

Proficiency: +2

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

Skills: *Athletics* +6 *Intimidation* +2 *Survival* +4 *Medicine* +4

Saving Throws: *Strength* +6 *Constitution* +5 ?

Challenge: 3 (700 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: 11 (2d6 +4 ) slashing damage.

*Properties: Finesse, Light,*

Light Crossbow. *Ranged Weapon Attack* +3 to hit, range 80/320ft, one target. Hit: 10 (2d8 +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](https://rpgtinker.com)