

FIGHTER

The Whispers of the Ouroboros



CHARACTER INFORMATION

Name: _____
Level: _____
Experience: _____/8 Adventures
Armor Class: 13 (+1 per Shield enhancement)
Hit Points: 5 (+1 per level except Level 4)
Speed: 5 squares
Attack Bonus: +4 (+1 with Weapon Expert)

COMBAT ABILITIES

Primary Attack: Greatsword Cleave

Roll: 1d20+4 vs enemy AC
Damage: 1 greatsword damage (2 on natural 20)
Range: Adjacent

Special Ability: Charge

When you move to reach an enemy, gain +2 to your attack roll that turn.

EQUIPMENT

Level 2 Equipment: _____
Level 3 Equipment: _____
Level 4 Equipment: _____

QUICK REFERENCE

Your Combat Turn:

1. **MOVE** up to 5 squares (more with equipment)
2. **ATTACK** with Greatsword Cleave (1d20+4 vs AC)
3. **SPECIAL** Use Charge if you moved to reach enemy (+2 attack)
4. **ENHANCEMENT** Use your chosen level ability if applicable

Out of Combat Actions:

- **Investigate:** Look for clues, examine objects (no roll needed usually)
- **Social:** Talk to NPCs - be brave, honest, or diplomatic
- **Athletics:** Climb, jump, break things - roll 10+ to succeed
- **Help Allies:** Give advantage by working together
- **Guard:** Watch for danger while others explore

LEVEL PROGRESSION

Level 2 Enhancement (Choose One):

- **■Shield Mastery**
 - Gain +1 AC (total AC becomes 14)
 - Once per adventure: Block all damage from one attack
- **■Weapon Expert**
 - Attack bonus becomes +5
 - Natural 20s deal 2 damage instead of rolling 1d6
- **■Battle Fury**
 - After defeating a monster, immediately move up to speed and attack again
 - Can only trigger once per turn

Level 3 Enhancement (Choose One):

- **■Defensive Stance**
 - Can choose "Guard" instead of attacking
 - While guarding: +2 AC, adjacent allies get +1 AC
- **■Cleaving Strikes**
 - When you defeat a monster, deal 1 damage to another monster within 2 squares
 - Works with any killing blow
- **■Rallying Cry**
 - Once per adventure: Give all allies +2 to their next attack roll
 - Removes "stunned" or "can't move" effects from allies

Level 4 Enhancement (Choose One):

- **■Legendary Warrior**
 - Attack twice per turn (move + attack + attack, or attack + move + attack)
 - Hit points remain the same
- **■Unbreakable**
 - Once per adventure: When reduced to 0 HP, stay at 1 HP instead
 - Gain +1 AC permanently
- **■Inspiring Leader**
 - All allies within 3 squares get +1 to attack rolls
 - When you critical hit, one ally can immediately attack

EQUIPMENT PROGRESSION

Level 2 Equipment (Choose One):

- **■Drakescale Blade** (+1 Magic Weapon)
Forged from the shed scales of ancient drakes, this blade hums with draconic power.
+1 to attack rolls
- **■Ironwood Maul** (Versatile Weapon)
Carved from trees that grew in battlefields, it adapts to any fighting style.
Choose +2 attack OR +1 damage each turn
- **■Boomerang Axe** (Returning Weapon)
Blessed by wind spirits, this weapon always finds its way back to your hand.
Thrown weapons return automatically
- **■Studded Leather** (Armor)
Reinforced with iron studs taken from defeated foes.
+1 AC for light armor users
- **■Cloak of Whispers** (Magic Cloak)
Woven from shadows by the Guild of Silent Steps.
+1 AC, once per adventure become invisible for 1 turn
- **■Potion of Battlefield Healing** (Healing Potion)
Brewed by army medics from rare mountain herbs.
Restore 3 HP, single use per adventure

Level 3 Equipment (Choose One):

- **■Flamebrand** (Flaming Weapon)
Once wielded by a hero who fought alongside a phoenix.
+1 damage, lights up dark areas
- **■Bone Crusher** (Weapon of Smiting)
Consecrated by temple priests to battle the undead hordes.
Deal double damage vs undead/constructs
- **■Titan's Edge** (Giant Slayer)
Forged specifically to bring down creatures of enormous size.
Deal +2 damage vs Large creatures
- **■Boots of the Swift Wind** (Boots of Speed)
Crafted by elven runners who could outpace horses.
+2 Speed
- **■Ring of Aegis** (Ring of Protection)
Bears the seal of an ancient order of guardians.
+1 AC, +1 to saving rolls
- **■Satchel of Wonders** (Bag of Tricks)
Contains treats that summon forest creatures to aid you.
Once per adventure, summon helpful animal for 3 turns

Level 4 Equipment (Choose One):

- **■Sword of Heroes** (Artifact Weapon)
Blade of legend that grows stronger with its wielder's courage.
+2 attack, +1 damage, unique hero power
- **■Plate of the Eternal Guard** (Armor of Heroes)
Worn by the first knights who swore oaths to protect the innocent.
+2 AC, immunity to fear/charm effects
- **■Medallion of Fortune's Favor** (Talisman of Fortune)
Said to contain a fragment of luck itself.
Reroll any one die per adventure (keep better result)

COMBAT TIPS

- Use Charge whenever possible (+2 attack is powerful)
- Position yourself between enemies and fragile allies
- Your high AC makes you great at drawing enemy attacks
- Save special abilities for important moments

ADVENTURE LOG

Adventures Completed:



Cool Things My Hero Did:

Equipment Acquired:

Allies Met:
