

# COMMANDER

(CHARACTER NAME)

CLASS: FIGHTER

PLAYSTYLE: SUPPORT

RACE: \_\_\_\_\_

DIFFICULTY: HARD

## APPEARANCE

## ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: \_\_\_\_\_

+1  
STRENGTH

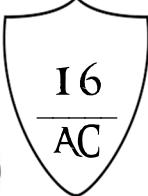
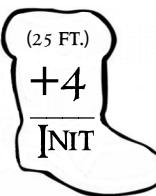
+4  
DEXTERITY

+4  
CONSTITUTION

+0  
INTELLIGENCE

+0  
WISDOM

+0  
CHARISMA



## SPECIAL

### Action Surge.

As a free action, gain another action this turn (you can make an attack or use an ability).

## REACTIONS

## ITEMS

### EQUIPMENT:

**Main Hand.** Musket (2-handed).

**Off-Hand.**

**Armor.** Studded Leather.

### TOOLS/KITS:

**Smith's Tools.** Hammers, tongs, charcoal, rags, and a whetstone for repairing metal objects.

**Hit Dice.**

During short rest (1 hr.), heal yourself for 1d10+2.

### BACKPACK:

**Scholar's Pack.**

- book of lore
- ink, quill, parchment (10)
- magnifying glass
- small knife

## ATTACKS (+8)

### Musket. ∞

Ranged (80/320 ft.), 1d8+4 piercing.

## BONUS ACTIONS

### Second Wind.

Regain 1d10+3 hit points.

## ABILITIES (DC 14)

### Cover. ∞

Attempt to hide in the environment or behind a creature (DEX check). If successful, you have advantage on your next attack. [WIS save: not hidden].

### Reposition. ∞

Avoid all opportunity attacks this turn.

### Commanding Strike.

As an action and a bonus action, order an ally to use its reaction to attack immediately attack, dealing an additional 1d8 damage on a hit.

### Maneuvering Attack.

On a hit, deal an additional 1d8 damage to the target and order an ally to use its reaction to reposition with half of its move speed.

## FEATURES

**Agile.** You can move through the space of other creatures.

**Calculated.** When you roll a 1 on a d20, you can reroll the die and must use the new roll.

**Rational.** You have advantage on saving throws against being frightened.

**Ready for Battle.** You regain all your ability uses after a short rest.

MONEY: Copper: \_\_\_\_\_ Silver: \_\_\_\_\_ Gold: 10