

GLADIATOR

(CHARACTER NAME)

CLASS: FIGHTER

PLAYSTYLE: BRUISER

RACE: _____

DIFFICULTY: VERY EASY

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+6
STRENGTH

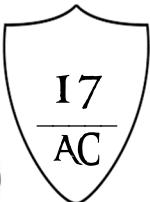
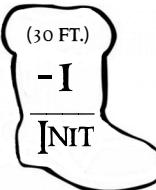
-1
DEXTERITY

+5
CONSTITUTION

-1
INTELLIGENCE

+0
WISDOM

+1
CHARISMA



SPECIAL

Second Strike.

As a free action, make an additional greataxe attack on your turn.

REACTIONS

Opportunity Attack.

When an enemy exits your melee range, attack it with your greataxe.

ITEMS

EQUIPMENT:

Main Hand. Greataxe (2-handed).

Off-Hand.

Armor. Splint Mail.

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+3.

BACKPACK:

Dungeoneer's Pack.

- crowbar
- hammer, pitons (10)
- tinderbox, torch (10)
- waterskin, rations (10)
- hempen rope (50 ft.)

ATTACKS (+6)

Greataxe.

Melee, 1d12+4 slashing. You score a critical hit on a roll of 19 or 20 and deal an additional 2d12 damage. When you roll a 1 or 2 for damage, you can reroll the die and must use the new roll.

BONUS ACTIONS

Second Wind.

Regain 1d10+3 hit points.

ABILITIES (DC --)

Relentless Endurance.

As a free action, when you are reduced to 0 hit points, you can drop to 1 hit point instead.

FEATURES

Heavily Armored. You make DEX checks for stealth with disadvantage.

Ready for Battle. You regain your second strike and second wind uses after a short rest.