

GUARDIAN

(CHARACTER NAME)

CLASS: FIGHTER

PLAYSTYLE: DEFENDER

RACE: _____

DIFFICULTY: MEDIUM

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+5
STRENGTH

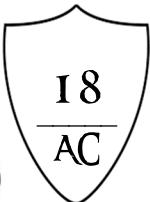
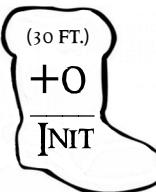
+0
DEXTERITY

+5
CONSTITUTION

-1
INTELLIGENCE

+0
WISDOM

+0
CHARISMA



ITEMS

EQUIPMENT:

Main Hand. Halberd (2-handed).

Off-Hand.

Armor. Splint Mail.

TOOLS/KITS:

Brewer's Supplies. A large glass jug, hops, a siphon, and long tubing for crafting beer.

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.)

MONEY: Copper: _____ Silver: _____ Gold: 10

SPECIAL

Action Surge.

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

REACTIONS

Opportunity Attack.

∞ When an enemy enters or exits your reach range, attack it with your halberd.

ATTACKS (+5)

Halberd.

∞ Reach (10 ft.), 1d10+3 slashing. As a bonus action, you may also attack with the butt-end (1d4+3 bludgeoning).

BONUS ACTIONS

Second Wind.

Regain 1d10+3 hit points.

ABILITIES (DC 13)

Goading Attack.

On a hit, deal an additional 1d8 damage to the target and impose disadvantage on all of its attacks against targets other than yourself. [WIS save: no disadvantage].

Shoving Strike.

On a hit, deal an additional 1d8 damage to the target and push it up to 15 ft. or prone. [STR save: no push/prone].

FEATURES

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

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