

Miriam, Eleni, and Kostas

Royal Guards

Armor Class: 16 (Ring mail, Shield)

Hit Points: 65 (10d8 +20)

Speed: 30ft (9m / 6 sqr), swim 30ft (9m / 6 sqr)

Proficiency: +2

STR	DEX	CON
17 (+3)	11 (+0)	15 (+2)
INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)

Skills: *Stealth* +2 *Perception* +3 *Athletics* +5 *Intimidation* +2

Challenge: 2 (450 XP)

Actions

Multiattack. The Soldier makes two weapon melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack* +5 to hit, reach 5 ft, one target. Hit: 6 (1d6 +3) slashing damage.

Properties: Finesse, Light,

Light Crossbow. *Ranged Weapon Attack* +2 to hit, range 80/320ft, one target. Hit: 4 (1d8 +0) 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 Str, +1 Con, +1 Cha

Amphibious: You can breathe air and water.

Control Air and Water: A child of the sea, you can call on the magic of elemental air and water. You can cast fog cloud with this trait. Starting at 3rd level, you can cast gust of wind with it, and starting at 5th level, you can also cast wall of water (Volo's 116) with it. Once you cast a spell with this trait, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Emissary of the Sea: Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no ability to understand them in return.

