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Levy Hoplite

*Medium humonoid, any alignment*

Armor Class 13 (chain shirt, shield)

Hit Points 22 (5d8)

Speed 25 ft.

**STR DEX CON INT WIS CHA**

15 (+2) 7 (-2) 11 (+0) 12(H) 11 (+0) 10 (+0)

Saving Throws Str -4

Skills History+3

Senses passive Perception 10

Languages Common

Challenge 1/4(50 XP)

*Hoplite Phalanx.* If within 5 ft. of a friendly creature with "Hoplite" in its name, the Citizen Hoplite gains +1 AC.

Actions

*Hoplite Spear. Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

*Xiphos. Melee Weapon Attack: t4* to hit, reach 5 ft., one target. *Hit* 5 (Id6 + 2) slashing damage.

**Roleplaying Hoplites:** Think about what motivates your Hoplites: Is it a love of country? Freedoms and rights of citizenship they hope to defend?

Or are they part of a ruling elite?

Desperately working to exploit those below them while maintaining their position in a tenuous social structure?

Maybe they are mercenaries, selling their skills in a far away land unfamiliar with their weapons and tactics?

**Hoplites in Ancient Greece:** Hoplites were the citizen-soldiers of ancient Greek city­states. While most Hoplites carried a spear, shield and short sword (*Xiphos*), individual armaments varied based on the wealth and status of the citizen in question. Wealthier citizens were able to afford bronze armor and had more free time to train, while poorer citizens may only have worn linen armor.

In the 7th or 8th century BC, Hoplites began fighting in the phalanx formation- tightly packed ranks of soldiers that fought as a cohesive unit, using their long spears to dissuade approaching enemies and protecting themselves and their comrades with large shields.

Citizen Hoplite

*Medium humonoid, any alignment*

Armor Class 16 (half plate, shield) Hit Points 38 (7d8 + 7)

Speed 25 ft.

**STR DEX CON INT WIS CHA**

16 (+3) 8(-1) 13 (+1) 12(H) 12(H) 10 (+0)

Saving Throws Str +5

Skills History+3

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

*Hoplite Phalanx.* If within 5 ft. of a friendly creature with "Hoplite” in its name, the Citizen Hoplite gains H AC.

Actions



*Hoplite Spear. Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit* 6 (1d6 + 3) piercing damage.

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

*Shield Bash.* The Citizen Hoplite may target one creature size large or smaller within 5 ft. of it using this ability. The creature must succeed on a DC 13 Strength saving throw or be knocked prone. If knocked prone, the Citizen Hoplite may immediately make an attack with its Xiphos against that creature.

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