Align Gender Hgt Wgt Hair Eyes Size Medium EXPERIENCE POINTS

Level 1

2,000

REQUIRED FOR NEXT LEVEL

ABILITIES		
STR	16	(+3)
DEX	12	(+1)
CON	14	(+2)
INT	8	(-1)
WIS	14	(+2)
CHA	10	(+0)

ATTRIBUTES Speed 25 feet Hit Dice d12 Initiative +1 **SENSES**

ATTACKS Weapon (Atk) (Damage) Greataxe (+6) (2d6 + 7 slashing; two-handed) Lt. crossbow (+4) (1d8 + 5 piercing; range 80/320) () (() (

Common, Dwarven

FEATURES, BACKGROUND, AND THEME

RACE: HILL DWARF

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NAME

Class Fighter

CURRENT XP

Dwarves are known for their skill in battle, their ability to withstand punishment, their knowledge of the earth's secrets, their hard work, and their capacity for drinking ale. The mysterious lost kingdoms of the dwarf ancestors are never far from their minds. Dwarves gain the following features.

- * Dwarven Resilience
- **★** Low-Light Vision
- * Speed
- * Stonecunning

See below for details.

CLASS: FIGHTER

Durability combined with unequaled weapon mastery helps the fighter dominate the battlefield. Fighters gain the following feature.

WEAPON AND ARMOR

Proficiencies: You can wear all armor, use all shields, and wield all weapons.

Weapon Focus: You gain a +2 bonus to damage on weapon attacks. This bonus has already been figured into the damage of your attacks.

BACKGROUND: SOLDIER

Low-light vision

You trained for and possibly fought in a war. You studied weapons, armors, survival techniques, and how to stay alive when war raged all around you. You have training in the skills listed below, and you gain the indicated bonus on any check involving that skill.

- * Intimidate +3
- * Perception +3
- * Survival +3

You also gain the background feature called Endurance. See below for details.

THEME: SLAYER

Slayers kill. You don't flinch from violence and you dive into the thick of battle, your weapon rising and falling as you carve a path through their foes.

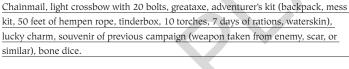
You gain the Reaper feat.

REAPER: Your aggressive fighting style makes all of your attacks close calls.

Benefit: When you miss with an attack, you still deal damage equal to the ability score modifier of the ability you used to make the attack.

For a more old-school experience, don't use background and theme.

EQUIPMENT & TREASURE



kit, 50 feet of hempen rope, tinderbox, 10 torches, 7 days of rations, waterskin),				
lucky charm, souvenir of previous campaign (weapon taken from enemy, scar, or				
similar), bone dice.				
<u> </u>				

RACIAL FEATURES

DWARVEN RESILIENCE: You are immune to poison.

Low-Light Vision: If there is no light within 30 feet of you, you treat shadows in that radius as normal light, and you treat darkness in that radius as shadows.

Speed: You do not suffer a speed penalty for being encumbered or for wearing heavy armor.

STONECUNNING: While underground, you always know your approximate depth and how to retrace your path. You can identify the age of visible stonework and the culture responsible for its construction.

BACKGROUND FEATURE

ENDURANCE: You can perform strenuous physical activity, such as forced marching, treading water, or holding your breath, for twice as long as normal. In addition, you can carry twice as much as your Strength would allow without being encumbered.

When you reach the next level or start your character at a higher level, with your DM's approval, make the adjustments noted for each level.

LEVEL 2 (2,000 XP)

Increase your total Hit Dice to 2d12. Increase your maximum hit points to 26. You gain the Fighter's Surge class feature.

Fighter's Surge: Twice per day, you can take two actions on your turn.

LEVEL 3 (6,000 XP)

Increase your total Hit Dice to 3d12. Increase your maximum hit points to 32. You gain the Cleave feat. Increase the damage of your weapon attacks by +1.

CLEAVE: You let the momentum from a kill carry you into your next attack.

Benefit: Once on your turn, when you reduce an enemy to 0 hit points or fewer with a melee attack, you can make a single melee attack as part of the same action.