

Diero, Human Fighter 5

Class

Fighter, Battle Master, level 5.



Characteristics:

- Well-Rounded

Specialists:

- Trained for Danger.

Proficiency Bonus +3.

Abilities

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

Saving Throws

Strength, Constitution.

Skills

Acrobatics, Animal Handling, Athletics, Perception, Performance.

Weapons

Simple, Martial.

Armour

Light, Medium, Heavy, Shields.

Tools

Disguise Kit, Lute, Painter's Tools.

Languages

Common, Elvish, Goblin.

History

You have always been a charmer, right from an early age.

Unfortunately, you don't know when to stop and who is not fair game.

One day, you performed a very clever, very rude song.

Unfortunately, the man it was about had a lot of power. You left Turmish, your native country, with soldiers hot on your heels. You're sure the guards were only going to beat you up, not kill you. Pretty sure...

You got on a boat headed north, across the Sea of Fallen Stars, and ended up in Altumbel. The people of that land didn't seem to have much of a sense of humour, so you kept heading northeast, into Aglarond.

There you met up with a mercenary called Sildar Hallwinter. You travelled together for a while and got on pretty well. Sildar is an ex-soldier, with the crude sense of humour and fun that often accompanies veterans.

Sildar has offered you a job. Escort a wagon load of gear to a small town on the Aglarond-Thesk border and then provide bodyguard services to an old friend of Sildar's, the dwarven explorer Gundren Rockseeker.

Background: Entertainer

By Popular Demand. You can always find a place to perform, whether a street corner or a noble's court. You receive free food and lodgings as long as you perform every night.

Personality

Alignment. Chaotic Good.

Trait. Whenever you come to a new place you collect local stories and gossip.

Trait. You'll settle for nothing less than perfection.

Ideal. Honesty. Art works best when it reflects the soul and shows who we really are – when everyone and everything is honest. So does life.

Bond. Someone stole your precious instrument. You will do anything to get it back.

Flaw. You once satirized a powerful noble who now wants your head. It is a mistake you will probably repeat.

Description

Medium humanoid.

Male Human.

23 years old.

6' 1", 185 lb.

Grey eyes.

Dark brown skin.

Long and straight black hair, usually tied in a ponytail.

You are muscular but not bulky.

When out of armour, you wear tight clothes to show off the goods. Your shirt is always open low.

You have obvious Turmish ancestry. This is often found exotic by Easterners, which is good for a performer.

You were born on the 4th of Uktar, 1348 DR.

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Defence

Armour Class: 18 (chain mail, shield).

Hit Points: 49.

Walking Speed: 30 ft.

While wearing heavy armour, you reduce non-magical bludgeoning, piercing and slashing damage by 3. (Heavy Armour Master feat)

Attack

Initiative: +0.

Extra Attacks. When you take the Attack Action, you may make up to 2 attacks against the same or different targets. (Class)

Warhammer. Melee weapon attack, Attack Bonus +6, reach 5 ft, one target, 1d8+5 bludgeoning damage (includes duelling style).

Handaxe. Melee weapon attack, Attack Bonus +6, reach 5 ft, one target, 1d6+5 bludgeoning damage (includes duelling style).

Handaxe (thrown). Ranged weapon attack, Attack Bonus +6, range 20/60 ft, one target, 1d6+3 bludgeoning damage.

While wielding a melee weapon one-handed and no other weapon, +2 weapon damage. (Duelling fighting style)

Fighter Features

Second Wind. You can use a Bonus Action to regain 1d10+5 hit points. You can use this feature once before a short or long rest.

Action Surge. You can take one additional Action on top of your regular Action. You can use this feature once before a short or long rest.

Combat Superiority. You know a number of special manoeuvres that are fuelled by special dice called superiority dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all expended superiority dice when you finish a short or long rest.

Manoeuvre Save DC 14.

Unless noted below, you can only use one manoeuvre per attack and you can only use manoeuvres on your turn.

Manoeuvre: Lunging Attack. When you make a melee weapon attack you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, add your superiority die to your damage.

Manoeuvre: Rally. You can use a Bonus Action and expend one superiority die to bolster the resolve of a companion who can see and hear you. They gain (the superiority die plus your CHA modifier) temporary hit points.

Manoeuvre: Trip Attack. When you hit with a melee weapon attack you can expend one superiority die to attempt to knock your target down. Add your superiority die to your damage. The target must make a STR save or be knocked prone.

General Features

Sentinel feat.

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of its turn.
- Creatures provoke opportunity attacks from you even if they take the Disengage action.
- When a creature within 5 feet of you makes an attack against a target other than you (and that does not have this feat), you can use a Reaction to make a melee attack against that creature.

Checklists

Second Wind

Used:

Replenished on a short or long rest.

Action Surge

Used:

Replenished on a short or long rest.

Superiority Dice

d8:

Replenished on a short or long rest.

Hit Points

Maximum 49.

Current:

Death Saves

Success:

Fail:

Hit Dice

1d10+3

2 are replenished on a long rest.

Equipment

Chain mail

Shield

Warhammer

2 Handaxes

Lute

Performing costume

Backpack

Bedroll

Messkit

Tinderbox

10 torches

2 water skins

50ft hemp rope

Common Clothes

A lock of hair from a past lover

A crystal doorknob