

The Gladiator

4th-Level Medium Mountain Dwarf Fighter

Armor Class 19 (Chain Mail + Shield + *Armor Mastery*)

Hit Points 36 (4d10 hit dice)

Proficiency Bonus +2

Speed 25 ft.

Languages Common, Dwarvish, Giant

ABILITY SCORES

Strength 16 (+3); add proficiency bonus to saves

Dexterity 10 (+0); disadvantage on Stealth*

Constitution 14 (+2); add proficiency bonus to saves

Intelligence 12 (+1)

Wisdom 14 (+2)

Charisma 8 (-1)

*Only while wearing chain mail armor

ATTACKS

Melee Attack: War Pick (+5 to hit; 1d8 + 3 piercing)

Melee or Ranged Attack: Trident (range 20 ft./60 ft.; +5 to hit; 1d6 + 3 piercing)

SKILLS (add proficiency bonus to related ability checks)

Animal Handling, Athletics, Intimidation, Perception

EQUIPMENT

War pick, three tridents, chain mail, shield, backpack, fifty feet of hemp rope, healer's kit, mess kit, tinderbox, three torches, five days of rations, waterskin, whetstone, vial of body oil, an old key

Racial Features

Darkvision. You can see in darkness within 60 feet of you as if it were dim light. When you do so, your vision is in black and white.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Stonecunning. You have advantage on Intelligence (History) checks related to the origin of particular stonework. Additionally, when exploring underground environments you cannot get lost.

Armor Mastery. While wearing medium or heavy armor, you gain a +1 bonus to Armor Class (already factored in).

Class Features

Extra Attack. You can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

Action Surge. You can push yourself beyond your normal physical limits. On your turn, you can take an additional action. If you do so, you must take a short rest or a long rest before you use this feature again.

Fighting Style: Protection. When a creature you can see attacks a target within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

Second Wind. You can draw upon a well of stamina to protect yourself from harm. As an action, you can gain 1d6 + 4 temporary hit points. These hit points cannot exceed your hit point maximum, and they cannot be regained. If you take damage, these hit points go away first, and they go away after five minutes.

Once you use this feature, you must complete a short rest or a long rest before you use it again.

Combat Superiority. You can pull off exceptional maneuvers in battle. You have three d6 superiority dice. When you hit a creature with a melee attack, you can expend a superiority die to use a maneuver you know. You can use your action to regain a superiority die; you regain all of them when you complete a short or long rest.

Dirty Trick. You throw your target off guard. Roll a superiority die. If your roll is equal to or greater than the target's Wisdom modifier, the next attack roll against the target has advantage. Otherwise, add your roll to the damage of your attack.

Spring Away. After striking, you try to leap away. Roll a superiority die. If your roll is equal to or greater than the target's Dexterity modifier, you can move up to half your speed without provoking opportunity attacks and you can move through the target's space. Otherwise, add your roll to the damage of your attack.

Trip. Roll a superiority die. If your roll is equal to or greater than the target's Strength modifier, you knock the target prone. Otherwise, add your roll to the damage of your attack.

Feat: Tactical Warrior

When you make a melee attack against a creature

within 5 feet of you, you can mark that creature until the end of your next turn. A marked creature takes a -2 penalty to attack rolls against anyone but you.

A creature that moves within 5 feet of you provokes an opportunity attack from you.

When you hit a creature with an opportunity attack, that creature must stop moving for the rest of the turn.

Background: Slave

You are proficient in the Animal Handling, Athletics, and Perception skills (already listed).

Salt of the Earth: Since you come from the ranks of the common folk, you fit among them with ease. You can find a place to rest, recuperate, or hide among commoners unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.