

The Sellsword

4th-Level Medium Human Fighter

Armor Class 16 (Chain mail)

Hit Points 40 (4d10 hit dice)

Proficiency Bonus +2

Speed 25 ft.

Languages Common, Orc

ABILITY SCORES

Strength 18 (+4); add proficiency bonus to saves

Dexterity 14 (+2); disadvantage on Stealth*

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

Intelligence 11 (+0)

Wisdom 13 (+1)

Charisma 9 (-1)

*Only when wearing chain mail armor

ATTACKS

Melee Attack: Greatsword (+6 to hit; 2d6 + 4 slashing)

Ranged Attack: Heavy crossbow (range 100 ft./400 ft.; +4 to hit; 1d10 + 2 piercing)

SKILLS (add proficiency bonus to related ability checks)

Athletics, Intimidation, Perception, Search

EQUIPMENT

Greatsword, heavy crossbow, 20 bolts, chain mail, backpack, fifty feet of hemp rope, healer's kit, mess kit, tinderbox, three torches, five days of rations, waterskin, whetstone, bone dice, indecipherable treasure map

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.

Improved Critical. Your weapon attacks can score a critical hit on rolls of 19-20.

Background: Bounty Hunter

You are proficient in the Intimidation, Perception, and Search skills (already listed).

Bounty Board: When you are in a civilized area, you can find information about fugitives and the bounties placed on their heads, and you can secure the legal authority to hunt down and capture these fugitives. Sometimes authorities will come to you with specific requests. Your reputation and knowledge make it easy for you to establish useful contacts in the town watch or guard.

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: Great Weapon Fighting. When you miss a target with a two-handed melee weapon, the target still takes 4 damage.

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