

DWARF FIGHTER

8th-Level Medium Hill-Dwarf Fighter

Armor Class 18 (chain mail and shield)

Hit Points 85 (8d10 Hit Die)

Proficiency Bonus +3

Speed 25 ft. (your speed is not reduced by heavy armor)

Alignment lawful good

Languages Common, Dwarvish

ABILITY SCORES

Strength	20	(+5); add proficiency bonus to saves
Dexterity	12	(+1); disadvantage on Stealth*
Constitution	18	(+4); add proficiency bonus to saves
Intelligence	10	(+0)
Wisdom	13	(+1)
Charisma	8	(-1)

*Only while wearing chain mail.

ATTACKS

Melee Attack: Battleaxe (+8 to hit; 1d8 + 5 slashing). If you are using this weapon with two hands roll 1d10 instead of 1d8.

Melee or Ranged Attack: Light hammer (range 20 ft./60 ft.; +8 to hit; 1d6 + 5 bludgeoning)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Athletics, Intimidation, Perception, Survival

EQUIPMENT

Chain mail, shield, battleaxe, light hammers (4), *potion of healing*, clothes, healer's kit, backpack, bedroll, belt pouch, crowbar, hempen rope (50 feet), lucky charm, mess kit, pitons (10), playing cards, rations (4 days), spade, waterskin, whetstone, 12 gp, and 3 sp.

Racial Traits

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.

Dwarven Toughness. Your hit point maximum increased by 1 (included above), and it increases by 1 every time you gain a level. Additionally, whenever you roll Hit Dice during a rest, you regain 1 extra hit point for each Hit Die you roll.

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

Class Features

Action Surge. On your turn, you can take an additional action. If you do so, you must complete a short rest or a long rest before you can use this feature again.

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.

Fighting Style (Protection). When a creature that you can see attacks you or a target within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll if you are wielding a melee weapon, a shield, or both.

Superior Critical. Your weapon attacks can score a critical hit on a roll of 18-20.

Martial Path. Your martial path is the path of the warrior. This grants you certain benefits as you level.

Proficiencies. Add your proficiency bonus to attack rolls you make using martial weapons and simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land) and your skills (noted in "Skills"), as well as to your Strength and Constitution saving throws (noted in "Ability Scores"). You also have proficiency with all armor and shields.

Second Wind. As an action, you can gain temporary hit points equal to 1d6 + your fighter level. These hit points can exceed your hit point maximum, and they cannot be regained. If you take damage, these hit points are lost first, and they go away after 5 minutes. Once you use this feature, you must complete a short rest or a long rest before you can use it again.

Background: Soldier

You were a soldier in a dwarvish garrison.

Military Rank. You have a military rank from your career as a soldier. Soldiers loyal to your former garrison still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment, horses, and vehicles for temporary use. You can usually gain access to friendly military bases where your rank is recognized.

Proficiencies. You have proficiency with playing cards and vehicles (land), so you add your proficiency bonus to ability checks you make using them.