

# Dwarf Fighter

## Lawful Neutral Hill Dwarf Fighter 1

**AC** 16                      **Hit Points** 13  
**Speed** 25 ft.            **Hit Dice** 1d12

<b>Strength</b>	16	(+3)
<b>Dexterity</b>	8	(-1)*
<b>Constitution</b>	14	(+2)
<b>Intelligence</b>	10	(+0)
<b>Wisdom</b>	14	(+2)
<b>Charisma</b>	12	(+1)

*\* Due to your armor, you have disadvantage on any check you make to hide or move silently.*

### Attacks

**Battleaxe** +6; 1d10 + 3 slashing damage

**Throwing axe** (range 20/80) +6; 1d8 + 3  
slashing damage

**Skills** (+3 to checks relating to a skill)

Heal

Intimidate

Knowledge (Dungeoneering)

Knowledge (Warfare)

Survival

### Race: Hill Dwarf

**Dwarven Resilience:** Advantage on saves against poison; resistance to poison damage.

**Dwarven Speed:** Wearing heavy armor with which you are proficient doesn't reduce your speed.

**Dwarven Toughness:** As a hill dwarf, your Hit Dice increase by one step, from d10 to d12. At 1st level, you gain 1 extra hit point. Whenever you gain a level, you similarly increase the die rolled to determine how many hit points you gain (or simply gain 1 extra hit point per level).

**Dwarven Weapon Training:** In your hands, the damage die for an axe or hammer with which you are proficient increases by one step (included).

**Languages:** Common, Dwarven.

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

**Stonecunning:** While underground, you can estimate your depth. You are trained in Knowledge (Dungeoneering).

### Class: Fighter

**Expertise (1d4):** You gain a single expertise die, a d4. As long as you are able to take actions, you can spend expertise dice to use a maneuver that you know. At the end of each of your turns, you regain all of your spent expertise dice.

**Fighting Style (Protector):** Your style focuses on protecting yourself and your allies.

**Armor and Weapon Proficiencies:** You are proficient with all armor, shields, and weapons.

### Background: Soldier

**Skills:** Heal, Intimidate, Knowledge (Warfare), and Survival.

**Military Rank:** You have a military rank. You might be able to use your rank to exert influence over and request gear for temporary use from those who recognize your authority. You can often gain access to friendly military centers where your rank is recognized.

### Specialty: Endurance Specialist

**Durable:** Whenever you roll a die to increase your hit point maximum (such as when you gain a level) or to regain hit points by spending a Hit Die, you can roll twice and use the higher result.

### Maneuvers

**Deadly Strike:** When you hit a creature with a weapon attack, you can spend expertise dice to increase the attack's damage against that target. Roll all the expertise dice you spend, and add up their results. The damage gains a bonus equal to that total.

**Protect:** When a target within your reach is hit by a weapon attack while you are wielding a shield, you can use a reaction to spend

expertise dice to reduce the attack's damage against the target. Roll all the expertise dice you spend, add up their results, and reduce the damage by that total. If the damage drops to 0, the hit becomes a miss.

## Equipment

Chainmail, shield, traveler's clothes, battleaxe, two throwing axes, healer's kit, bone dice, lucky charm, battle souvenir, rank insignia, 30 gp