

Dwarf Fighter

Lawful Neutral Hill Dwarf Fighter 1

AC 17
Speed 25'

HP 14
(Hit Dice: 1d12)

Strength	16 (+3)
Dexterity	8 (-1)
Constitution	14 (+2)
Intelligence	10 (+0)
Wisdom	14 (+2)
Charisma	12 (+1)

Attacks

Battleaxe +6; 1d10 + 3 bludgeoning damage
Warhammer +6; 1d10 + 3 slashing damage
Throwing axe (range 20/80) +6; 1d8 + 3 slashing damage

Background: Soldier

Intimidate +4 (+3 training, +1 Charisma)
Spot +5 (+3 training, +2 Wisdom)
Survival +5 (+3 training, +2 Wisdom)

Military Rank

You have a military rank from your career as a soldier (the exact nature of your rank is determined at the time you select this background). Soldiers loyal to your former military organization still recognize your authority and influence, and they will 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 also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Specialty: Guardian

Defender

While you are using a shield, when a creature within 5 feet of you is attacked, as a reaction you can give the attacker disadvantage on the attack.

Class and Race Features

Combat Superiority

You gain a single expertise die, a d6. You can spend an expertise die to use a combat maneuver that you have mastered. A maneuver involves either rolling the die or simply expending it.

You must be able to take actions to spend an expertise die. At the start of each of your turns, you regain all of your spent expertise dice.

Dwarven Resilience

You are immune to damage and other effects from poison.

Dwarven Weapon Training

When you attack with an axe or hammer you have proficient with, the damage die for that weapon increases by one step: from d4 to d6, d6 to d8, d8 to d10, d10 to d12, and d12 to 2d6. This has already been factored into the attacks of this pregenerated character.

Languages

You can speak, read, and write Common and Dwarven.

Low-Light Vision

If there is no light within 30 feet of you, you treat shadows in that radius as normal light, and you treat darkness in that radius as shadows.

Stonecunning

While underground, you always know your approximate depth and how to retrace your path. You can identify the age of visible stonework and make a reasonable guess as to the culture responsible for its construction.

Toughness

All your Hit Dice increase by one step: from d4 to d6, d6 to d8, d8 to d10, d10 to d12, and d12 to 2d6. This has already been factored into the hit points and hit dice of this pregenerated character.

Weapon and Armor Proficiencies

You are proficient with all weapons, armor, and shields.

Combat Maneuvers

Deadly Strike

You focus on striking you foe where it is most vulnerable.

Benefit: When you hit a creature with a weapon attack, you can spend expertise dice to add to the attack's damage against that creature. Roll any expertise die you spend in this way, and add its result to the damage. If the attack is a critical hit, maximize the expertise die.

Parry

You can use your weapon or shield to turn aside an attack, reducing its impact on you.

Benefit: When you are damaged by an attack while you are wielding a weapon or a shield, you can spend expertise dice to reduce the damage. Roll any expertise die you spend in this way, and subtract its result from the damage against you. If the damage drops to 0 or lower, you are still subject to any other effects of the attack.

Protect

By splitting your attention between your opponents and your allies, you can intervene with a weapon or a shield when one of your friends would be harmed.

Benefit: When a creature next to you takes damage from an attack while you are wielding a weapon or a shield, you can spend expertise dice as a reaction to reduce the damage. Roll any expertise die you spend in this way, and subtract the result from the damage against the creature. If the damage drops to 0 or lower, the creature is still subject to any other effects of the attack.

Equipment

Chainmail, shield, battleaxe, warhammer, two throwing axes, lucky charm, souvenir of a previous campaign (weapon taken from enemy, scar, medal, or similar), rank insignia, bone dice, and 30 gp.