

Dwarf Fighter

Lawful Neutral Hill Dwarf Fighter 1

AC 17 **Hit Points** 13
Speed 25 ft. **Hit Dice** 1d12

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

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

Attacks

Battleaxe +4; 1d10 + 3 slashing damage

Shield +4; 1d4 + 3 bludgeoning damage

Handaxe (range 20/60) +4; 1d8 + 3 slashing damage

Skills (Skill Die: 1d4)

Heal
Intimidate
Knowledge (Dungeoneering)
Knowledge (Warfare)
Survival

Race: Hill Dwarf

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

Dwarven Toughness: Your Hit Dice increased from d10 to d12. At 1st level, you gained 1 extra hit point. Whenever you gain a level, roll a d12 to determine how many hit points you gain.

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 dim light in that radius as normal light and darkness in that radius as dim light.

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

Stonecunning: While underground, you can estimate your depth and determine how to retrace your path. You are trained in Knowledge (Dungeoneering).

Class: Fighter

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

Fighting Style (Protector): Your style is defensive, protecting yourself and your allies.

Martial Damage Dice (1d6): When you hit a target with a melee or ranged attack using a weapon with which you have proficiency, you can spend any of your martial damage dice to deal extra damage. Roll those dice, and add their total to the damage dealt by that attack.

You must be able to take actions to spend a martial damage die. When you spend a die, you cannot use it again on the same turn.

Parry: When you are hit by a melee attack while you're wielding a melee weapon or a shield, you can use a reaction to spend martial damage dice and your skill die to reduce the attack's damage against you. Roll all the martial damage dice you spend and your skill die, add up their results, and reduce the damage by that total. If the damage drops to 0, the hit becomes a miss.

Background: Soldier

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

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

Specialty: Survivor

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

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 martial damage 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

Chain mail, shield, battleaxe, two handaxes, traveler's clothes, healer's kit, bone dice, lucky charm, battle souvenir, rank insignia, 30 gp