NAME: _____
CLASS: Fighter
BACKGROUND: Former Slave (Gladiator)
RACE: Human
NATIONALITY: Sicaris
CHURCH: Mother Church of Coryan
DEITY: Nier, God of War
LEVEL: 1st

ABILITY SCORES

	SCORE	BONUS	SAVING THROWS	
STRENGTH:	10	+0	+2	■
DEXTERITY:	16	+3	+3	☐
CONSTITUTION:	14	+2	+4	■
INTELLIGENCE:	12	+1	+1	☐
WISDOM:	12	+1	+1	☐
CHARISMA:	11	+0	+0	☐
BLOODRANK	0			

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: 13

SPEED: 30'
SPECIAL: 0

SKILLS

SKILL (PRIMARY ABILITY)	TOTAL BONUS
Acrobatics (Dex)*	+5
Animal Handling (Wis)	+1
Arcana (Int)	+1
Athletics (Str)*	+2
Deception (Cha)	+0
History (Int)	+1
Insight (Wis)*	+3
Intimidation (Cha)	+0
Investigation (Int)*	+3
Medicine (Wis)	+1
Nature (Int)	+1
Perception (Wis)*	+3
Performance (Cha)	+0
Persuasion (Cha)	+0
Religion (Int)	+1
Sleight of Hand (Dex)	+0
Stealth (Dex)*	+5
Survival (Wis)	+1

* Trained skill

OTHER PROFICIENCIES

Pan Flute

LANGUAGES

Low Coryani
Cancerese
Milandisian
Yhing Hir
LITERATE? ☐

PERSONALITY TRAITS

I was once a wicked man, a man without purpose; a drunkard with nothing to live for. That was before I meet my lanistae, a man I sold myself to in order to pay off my debts. He reforged me, trained me, and made him enough money to buy my freedom. Now I find taste of being a free man finer than any wine.

IDEALS

Aspiration: I'm going to live a full life, a life of my own choosing.

BONDS

I still respect my master and their family, and though I am free I still come by to visit, and I find I am welcome...

FLAWS

When in battle I take unnecessary risks, especially if fighting in a public place in view of onlookers. I always strive to give them a show.

DEFENSES & HEALTH

ARMOR CLASS: 15*   *16 When using two weapons at once (as long as you are in light or no armor)

HIT POINTS: 12

HIT DICE: 1D10

TEMP HP

CURRENT HP

DEATH SAVES
MADE ☐☐☐|☐☐☐ FAILED

ATTACKS & SPELL CASTING

ATTACK	TO HIT	DAMAGE	SPECIAL/RANGE
TWIN GLADIUS	+4	1D6+3 (S)	
Finesse, Light, Versatile damage (Piercing)			
4 DAGGERS	+5	1D4+3 (P)	20'/60'
Finesse, light, thrown (range 20'/60')			
CESTUS	+2	1D4+0 (B)	
Worn, Increses your unarmed damage to 1d4			

IMPROVED CRITICAL

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Equipment:

Explorer's Pack
Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it. a set of common clothes, a document showing your status as a freeman, a set of common clothes, and a belt pouch containing 10 gp.

2 Gladius, 3 Daggers, 2 Cestus, Gladtorial Armor (Studded Leather)

Fighter Abilities

Fighting Style: Two Weapon Fighting
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. Additionally, you can draw or stow two one-handed weapons when you would normally be able to draw/stow one.

Second Wind
On your turn, you can use a bonus action to regain hit points equal to ld10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge
Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Martial Archetype

Champion
The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Improved Critical

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

New Feat

Combat School Training

You have gained acceptance into a school that teaches a particular combat style.

When you first acquire this feat you must choose a combat school to which you belong and you gain 2 resolve dice. You must be proficient in the weapons your chosen school teaches and you must wield those weapons to gain any benefits from your chosen school.

You gain the first tier (journeyman) benefits of your chosen school. You may choose this feat again to gain the next tier (master) benefits of your chosen school, but you do not gain any additional resolve dice. If you already have resolve points of resolve you do not gain additional resolve points when you take this feat.

Resolve Die. Martial maneuvers require cunning, strength, timing and panache, all of which are represented by resolve dice. Resolve die are d6's which are used to power your maneuvers, you recover all expended resolve die after completing a short or long rest. You possess 2 Resolve Die.

"Twin Sword Style"Dimachaerus Primus
Originally developed by early gladiators in the arena, dimachaerus ("bearing two knives") is often used today by officers of the Legions of Coryan. Since they do not normally carry a shield, it gives them an edge in cutting their way free of a fight and return to commanding their troops.

Maneuver and Technique DC: 13

Journeyman

- *Riposte (Maneuver).* When you are missed with a melee attack, as a reaction you can spend 1 resolve die to make an opportunity attack against the triggering creature. You add your resolve die to the attack roll of your opportunity attack.

- *Unfettered Defense (Technique).* If you are wearing light or no armor you gain a +1 bonus to your AC. You cannot use a shield and still benefit from this technique.

- *Fancy Footwork (Technique).* Any time you score a critical hit or reduce a creature to 0 hit points you can Dash or Disengage reaction.