

DWARF FIGHTER

2nd-Level Medium Hill-Dwarf Fighter

Armor Class 18 (chain mail and shield)

Hit Points 22 (1d10 Hit Die)

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

Alignment lawful good

Languages Common, Dwarvish

ABILITY SCORES

Strength	17	(+3)
Dexterity	12	(+1)*
Constitution	15	(+2)
Intelligence	10	(+0)
Wisdom	13	(+1)
Charisma	8	(-1)

*Disadvantage on any check you make to hide or move silently due to chain mail.

ATTACKS

Melee Attack: Battleaxe (+5 to hit; 1d8 + 3 slashing). When you score a critical hit with this weapon, roll 1d12 for the additional damage instead of 1d8.

Melee or Ranged Attack: Light hammer (range 20 ft./60 ft.; +5 to hit; 1d6 + 3 bludgeoning)

LORE

When you make an intelligence check to recall cultural lore (dwarves), military lore, or trade lore (stonework), you gain a +10 bonus to the check.

EQUIPMENT

Chain mail, shield, battleaxe, light hammers (4), *potion of healing*, clothes, healer's kit, backpack, bedroll, belt pouch, bone dice (2), crowbar, hempen rope (50 feet), lucky charm, mess kit, pitons (10), playing cards, rations (4 days), spade, waterskin, whetstone, 12 gp, and 3 sp.

Proficiencies. You have proficiency with all weapons, armor, and shields. You are also proficient in riding.

Second Wind. As an action, you can regain hit points equal to half your hit point maximum. If you do so, you must complete a long rest before you can use this feature 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 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

Proficiencies. You have proficiency with cards and dice.

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 know trade lore (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.

Attack Bonus. You gain a +2 bonus to any attack roll using a weapon with which you have proficiency (the bonus is included above).