

Maximus

CHARACTER NAME

Soldier

BACKGROUND

Leonin

SPECIES

Fighter

CLASS

Samurai

SUBCLASS

5

LEVEL

XP

ARMOR
CLASS

16

SHIELD

HIT POINTS

CURRENT

TEMP

45

MAX

HIT DICE

5d10

SPENT

MAX

DEATH
SAVES

SUCCESS

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+3

INTELLIGENCE

-1

8

MODIFIER

SCORE

☐ -1 Saving Throw

☐ -1 Arcana

☐ -1 History

☐ -1 Investigation

☐ -1 Nature

☐ -1 Religion

INITIATIVE

+2

SPEED

35

SIZE

Medium

PASSIVE PERCEPTION

14

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Glaive	+7	1d10 Slashing	Graze: On miss, still damage for +Str
Warhammer	+7	d8/1d10 Bludgeoning	Push: On hit, can push up to 10 feet
Crossbow	+5	1d8 Piercing	Slow: On hit, reduce speed by 10 feet
Claws (unarmed)		1d4+Str Slashing	
		(((NEW)))	(Advantage on Damage rolls once per turn)

STRENGTH

+4

18

MODIFIER

SCORE

☒ +7 Saving Throw

☒ +7 Athletics

WISDOM

+1

12

MODIFIER

SCORE

☐ +1 Saving Throw

☐ +1 Animal Handling

☒ +4 Insight

☐ +1 Medicine

☒ +4 Perception

☒ +4 Survival

DEXTERITY

+2

14

MODIFIER

SCORE

☐ +2 Saving Throw

☒ +5 Acrobatics

☐ +2 Sleight of Hand

☐ +2 Stealth

CONSTITUTION

+2

15

MODIFIER

SCORE

☒ +5 Saving Throw

CHARISMA

0

10

MODIFIER

SCORE

☐ 0 Saving Throw

☐ 0 Deception

☒ +3 Intimidation

☐ 0 Performance

☐ 0 Persuasion

CLASS FEATURES

TWO ATTACKS per turn, if Action is Attack. (((NEW)))

== Fighting Spirit (bonus action) == 3 uses

Advantage on all attack rolls for turn. Also +5 temporary hit points (more at higher levels).

----- regain on long rest

== Second Wind (bonus action) == 3 uses

1d10+Lv health regained

Can move half-speed without provoking Opportunity attacks

----- one regained on short rest, both on long rest

== Action Surge (bonus action)

Get an extra action

----- regain on short rest

== Tactical Mind (bonus action) (((NEW)))

On any failed ability check, expend 1 SW slot to add 1d10 to the roll. If the check still fails, the SW slot is not expended.

== Roar: Bonus action

Creatures of your choice within 10 feet that can hear you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. DC save = 8 + Prof + Con. (Short rest)

=== Savage Attacker (Soldier feat) === (((NEW)))

Roll advantage on damage for 1 weapon every turn

=== Fighting Style (can switch at Level Up) ===

Great Weapon: When you roll a 1 or 2 for a 2-handed attack with a melee weapon, you can reroll the die and must use the new roll.

=== Soldier's Loyalty ===

Can sense loyalty, corruption, potential for bribery or criminal connections in soldiers and officers

=== Mastery on all Simple/Martial weapons ===

-- (Possibly get Sentinel when you can)

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

- All simple/martial weapons
- All armour/shields

TOOLS

- Dice set
- Land vehicles
- Languages: Common and Leonin

SPECIES TRAITS

- 10 GP
- Glaive
- Warhammer
- Crossbow
- Dagger
- Lasso with hook
- Caltrops, crowbar
- Dungeon pack
- Bone dice
- Insignia of rank

- 1 Alleha drink (cures exhaustion)
- 1 Potion Fire Resistance (in Dream)

To sell: 4 peryton antlers

FEATS

Disadvantage on stealth (heavy armour)

- Darkvision (60')
- Claws