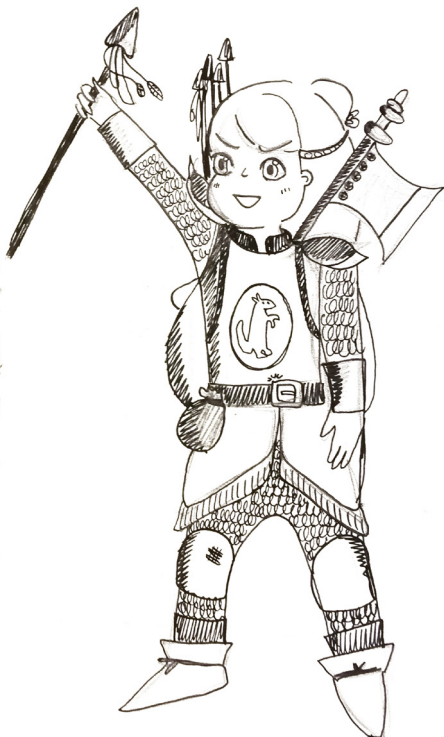


Character Name



*Human Fighter*



# HUMAN FIGHTER

## ***Human***

Humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. But they are the innovators, the achievers, and the pioneers of the world, the most adaptable and ambitious people among the common races.

When humans settle somewhere, they stay. They build cities to last for the ages and great kingdoms that can persist for centuries. They live fully in the present – making them well suited to the adventuring life – but also plan for the future, striving to leave a lasting legacy.

Human culture varies by region. In the Forgotten Realms, the clothing, architecture, cuisine, music, and literature in the northwestern lands of Neverwinter are different from their counterparts in distant Turmish or Impiltur to the east. Human physical characteristics vary according to the ancient migrations of the earliest humans, so that the humans of Neverwinter have every possible variation of coloration and features.



## ***Fighter***

Fighters are the most diverse class of characters in the worlds of Dungeons & Dragons. Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings – as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

## ***Names***

Having so much more variety than other cultures, humans have no truly typical names. Some human parents give their children names from other languages, such as Dwarvish or Elvish (pronounced more or less correctly). Traditional names among different human cultures vary widely. You might be Haseid (Calishite), Kerri (Chondathan), Kosef (Damaran), Amafrey (Illuskan), So-Kehur (Mulan), Madislak (Rashemi), Mei (Shou), or Salazar (Turami).



## CHARACTER INFORMATION

### ***Background***

Your family is no stranger to wealth, power, and privilege. In the glory days of Neverwinter, your parents were the count and countess of Corlinn Hill, a large estate located in the hills northeast of the city. But Mount Hotenow erupted thirty years ago, devastating Neverwinter and erasing Corlinn Hill from the map. Instead of growing up on an estate, you were raised in a small but comfortable town house in Waterdeep. As an adult, you stand to inherit a meaningless title and little else.

### ***Alignment: Lawful Neutral***

It's essential to establish law and order, even if it takes an iron fist to do it. The nobility are bound by honor and tradition to protect their people from both external and internal threats to stability. An organized society leaves no room for evil and chaos to take root.



## ***Personality Traits***

My flattery makes those I talk to feel wonderful and important. Also, I don't like to get dirty, and I won't be caught dead in unsuitable accommodations.

## ***Ideals***

Responsibility; It's the duty of a noble to protect the common people, not bully them.

## ***Bonds***

My greataxe is a family heirloom, and it's by far my most precious possession.



## ***Flaws***

I have a hard time resisting the allure of wealth, especially gold. Wealth can help me restore my legacy.



## ***Personal Goal: Civilize Phandalin***

You were meant for more than being a ruler of nothing at all. Rebuilding Corlinn Hill is impractical, thanks to the volcano. But in the last three or four years, hardy settlers have been rebuilding another ruin near the city: the old town of Phandalin, which orcs sacked five centuries ago. Clearly, what Phandalin needs now is a civilizing influence – someone to take the reins and bring law and order. Someone like you. You're not the only one with such ideas. A knight named Sildar Hallwinter recently set out for Phandalin in the company of a dwarf named Gundren Rockseeker. They plan to reclaim an ancient mine and restore Phandalin to a civilized center of wealth and prosperity. Since your goals align, Hallwinter should be willing to assist you.



## ***Position of Privilege***

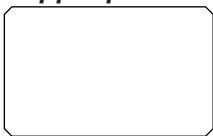
Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

## ***Fighting Style (Defense)***

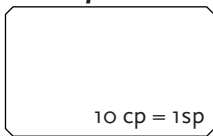
While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

# MONEY

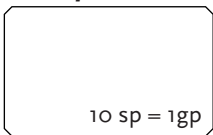
***Copper piece***



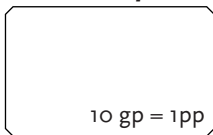
***Silver piece***



***Gold piece***



***Platinum piece***





# INVENTORY

Your 2 handed weapons



The image shows a page from a game manual or notebook. On the left side, there are three vertical rectangular slots, each with a horizontal tab extending to the left, representing inventory slots. To the right of these slots is a large rectangular area enclosed by a dotted line. The text 'Your 2 handed weapons' is written at the top left of this dotted area. The word 'INVENTORY' is printed in a large, serif font at the top left of the page.

# INVENTORY

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# INVENTORY

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# INVENTORY

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## ENCOUNTERS

### *Saving Throws*

|     |              |
|-----|--------------|
| + 5 | Strength     |
| - 1 | Dexterity    |
| + 4 | Constitution |
| + 0 | Intelligence |
| + 1 | Wisdom       |
| + 2 | Charisma     |

### *Skills*

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|     |                 |
|-----|-----------------|
| - 1 | Acrobatics      |
| + 1 | Animal handling |
| + 0 | Arcana          |
| + 5 | Athletics       |
| + 2 | Deception       |
| + 2 | History         |
| + 1 | Insight         |
| + 2 | Intimidation    |
| + 0 | Investigation   |
| + 1 | Medicine        |
| + 0 | Nature          |
| + 3 | Perception      |
| + 2 | Performance     |
| + 4 | Persuasion      |
| + 0 | Religion        |
| - 1 | Sleight of Hand |
| - 1 | Stealth         |
| + 1 | Survival        |

## QUEST

### ***The map to Wave Echo Cave***

*I'd like you to find a long-lost map of the Wave Echo Cave. A wondrous mine filled with mineral wealth and containing great magical power. I think a map might be hidden in the basement of a deserted mansion of a once wealthy family and request your help in trade for generous reward.*

### **Reward**

Return with the map for a reward of 50 GP split among the party.

*Given by Gundren Rockseeker*

## COMBAT - OVERVIEW

### ***Roll Initiative***

D20 + initiative

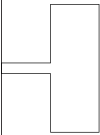
Use initiative to determine order of combatants' turn.

### ***Rounds***

Each round lasts 6 seconds.

A round ends when everyone involved in the combat has had a turn. Repeat rounds until the fighting stops.

\*Surprised creatures skip their first turn.



## COMBAT - TURNS

In any order, you may do:

### ***Movement***

Move distance up to your speed.  
May be broken up.

### ***Actions***

See Actions page.

### ***One Activity***

Simple & quick activities. E.g. brief communication, drawing your weapon or opening a door.



### ***One Bonus Action***

If you have any and are allowed to use it as specified.





## COMBAT - REACTIONS

\*During your turn another creature may do:

### ***Readied Action***

See Actions - ready.

### ***Opportunity Attack***

Make 1 melee attack if you move out of the creature's reach.

## COMBAT - ACTIONS

### ***Attack***

See Combat - Attack.

### ***Dash***

Move up to your max. speed in addition to your normal movement.

### ***Disengage***

No opportunity attack can be made against you until your next turn.

### ***Dodge***

Attacks against you have disadvantage until your next turn if you can see the attacker.

Benefit is lost when incapacitated or speed dropped to 0.

### ***Stabilize***

Use action to administer first aid to an unconscious (0 hit points) creature and attempt to stabilize it.

A stable creature doesn't make death saving throws but remains unconscious.

When not healed, regain 1 hit point after 1d4 hours.

## COMBAT - ACTIONS

### ***Help***

Another creature gets advantage on 1 ability check or melee attack if you are within reach of their target.

### ***Ready***

Choose an action to be triggered as a reaction to a particular circumstance.

Use before start of your next turn.

E.g. When the goblin moves in my range, I shoot it.

### ***Hide***

Make a Dexterity(Stealth) check in attempt to hide.

Disadvantage when wearing heavy armor such as chain mail.

### ***Search***

You devote your attention to finding something.

### ***Grapple***

Instead of attacking use at least one free hand to grab a creature or wrestle with it.

## COMBAT - ATTACK

### 1. *Range*

#### *Ranged Attack*

Weapon has a normal and long range. Long range attacks have disadvantage.

#### *Melee Attack*

Target must be within range. Usually 5 ft.

### 2. *Hit?*

Roll a d20 + the attack bonus to know if you hit your target.

When having advantage/disadvantage, roll 2d20 and take the highest/lowest number.

### 3. *Damage*

If attack hits, roll for damage!

### 4. *Two light melee weapons?*

You can use a bonus action to attack a second time. Do not add the attack bonus to the second attack roll.

## COMBAT - UNSTABLE

If your hit points get below 1 you become unstable and must make a special saving throw, called a death saving throw.

### ***Death saving throws***

|       |              |
|-------|--------------|
| 20    | +1 hp        |
| 10-19 | + 1 succes   |
| 2-9   | + 1 fail     |
| 1     | + 2 failures |

### ***Three times succes***

You become stable. Regain 1 hit point after 1d4 hours.

### ***Three times failure***

You die... :(