

Ur-Ahlmosh

Neutral Good Human Fighter 1

Armor Class 15 (Chain shirt)

Hit Points 11/11 (1d10-1+2)

HD 1d10/1d10

Speed 30 ft.

STR 16 (+3) **DEX** 14 (+2) **CON** 8 (-1) **INT** 13 (+1) **WIS** 12 (+1) **CHA** 10 (+0)

Saving Throws STR Save +5, CON Save +1

Feats Tough, Lord's Alliance Agent, Two-weapon Fighting

Skills Arcana +3, Athletics +5, Insight +3, Perception +3, Persuasion +2

Other Proficiencies Simple Weapons, Martial Weapons, Light, Medium, Heavy Armour, Shields, Calligrapher's Supplies

Resistances -

Immunities -

Senses passive Perception 13

Background Lords' Alliance Vassal

Languages Common, Dwarvish, Giant

XP 0 Proficiency Bonus +2

Equipment Scimitar, Shortsword, Chain Shirt, Longbow, Calligraphers Supplies, Fine Clothes, Backpack, Crowbar, 3 Flasks of Oil, Rope, Tinderbox, Waterskin, Quiver, 20 Arrows, Cold Weather Clothing, Crampons

Resourceful . You gain Heroic Inspiration whenever you finish a Long Rest.

Tough. Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points

Lords' Alliance Agent. You gain the following benefits.

- **Inspiring Strike.** Once per turn when you score a Critical Hit against a creature, you can choose an ally within 30 feet of yourself who can see or hear you and who lacks Heroic Inspiration. That ally gains Heroic Inspiration.
- **Reassert Honor.** When an enemy you can see deals damage to an ally of yours that is within 5 feet of you, you have Advantage on your next attack roll against that enemy before the end of your next turn.

Two-Weapon Fighting. When you make an extra attack as a result of using a weapon that has the Light property, you can add your ability modifier to the damage of that attack if you aren't already adding it to the damage.

Second Wind. You have a limited well of physical and mental stamina that you can draw on. As a Bonus Action, you can use it to regain Hit Points equal to **1d10 + 1**.

You can use this feature twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

When you reach certain Fighter levels, you gain more uses of this feature, as shown in the Second Wind column of the Fighter Features table.

Spellcasting. DC x, x to hit

Cantrips (at will): *spell, spell*

1st level (## slots): *spell, spell*

2nd level (## slots): *spell, spell*

3rd level (## slots): *spell, spell*

4th level (## slots): *spell, spell*

5th level (## slots): *spell, spell*

6th level (## slots): *spell, spell*

7th level (## slots): *spell, spell*

8th level (## slots): *spell, spell*

9th level (## slots): *spell, spell*

—ACTIONS—

Shortsword. +5 to hit, 1d6 + 3 [Piercing]

Scimitar. +5 to hit, 1d6 + 3 [Slashing]

Longbow. +4 to hit, range 150/600 ft., 1d8 + 2 [Piercing]