

Fighter 7 - Dragoon

Soldier (Calvary)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human Dalelands

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

18

+4

DEXTERITY

14

+2

CONSTITUTION

15

+2

INTELLIGENCE

10

-

WISDOM

13

+1

CHARISMA

11

-

INSPIRATION

+3

PROFICIENCY BONUS

- ☒ +7 Strength
- ☐ +2 Dexterity
- ☒ +6 Constitution
- ☐ - Intelligence
- ☐ +1 Wisdom
- ☐ - Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☒ +4AD Animal Handling (Wis)
- ☐ - Arcana (Int)
- ☒ +7 Athletics (Str)
- ☐ - Deception (Cha)
- ☐ - History (Int)
- ☐ +1 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ - Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ - Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ - Performance (Cha)
- ☐ -AD Persuasion (Cha)
- ☐ - Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

17

ARMOR CLASS

+2

INITIATIVE

40'

SPEED

Hit Point Maximum 67

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7

d10 (6)

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

sabre

+7

1d8 + 6

longbow\*

+4

1d8 + 2

hndxbow\*

+4

1d6 + 2

handaxe\*

+5

1d8 + 3

\*handaxe range 20/60

\*longbow 2-hand, heavy, range 150/600

\*hand crossbow 2-hand, light, loading, range 30/120

EXTRA ATTACK

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Common, Elven

Armor: all, shield

Weapons: simple/martial

Tools: dice, vehicles (land)

OTHER PROFICIENCIES & LANGUAGES

CP

100

scalemail, sabre, hand crossbow, bolts (20), longbow, arrows (20), handaxe (2)

SP

EP

GP

PP

warhorse, insignia of rank, trophy taken from fallen enemy, bone dice, common clothes, pouch

backpack, bedroll, mess kit, tinderbox, torches (10), 10 day rations, waterskin, 50' rope

EQUIPMENT

## FIGHTING STYLE

Defense

While you are wearing armor, you gain a +1 bonus to AC.

## SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + 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.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

## CAVALRY WEAPONS: HAFT OR HILT

Issued upon the entrance to training, sabers are the typical dragoon's weapon of choice. These weapons share the length and weight of a longsword, with the curvature of a scimitar, and were designed to be light enough for use in one hand, but not for two-weapon combat. A cavalry weapon can be any one-handed weapon that deals bludgeoning, piercing, or slashing damage and doesn't have the light or finesse properties. In the hands of a dragoon, it deals 1d8 damage, regardless of its damage die.

In trained hands, the saber is a graceful and deadly weapon but even a seasoned fighter might find them clumsy when dealing with its balance. Certain cultures dragoons might favor raiding axes or falchions but it is common practice for units to be familiar with the weapons and tactics of their counterparts.

## ELEVATED CONTROL

While cavalry traditionally refers to a mounted soldier on horseback, many armies cultivate whatever animal is best suited to the purpose in that region. While unusual, it isn't unheard of for camels, elephants, or even giant reptiles to serve such a purpose in wartime. When you choose this archetype at 3rd level, you have advantage on Wisdom (Animal Handling) and Charisma (Persuasion) checks made to influence any beast with the capacity to be used as a mount.

OVER --->

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

Warhorse  
Large beast, unaligned

Armor Class 11  
Hit Points 19 (3d10 + 3)  
Speed 70 ft.

STR 18 (+4) DEX 12 (+1) CON 13 (+1) INT 2 (-4)  
WIS 12 (+1) CHA 7 (-2)

Senses Passive Perception 11  
Languages --  
Challenge 1/2 (100 XP)

**Trampling Charge.** If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

**Actions**  
Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

### 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 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 or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

CHARACTER BACKSTORY

### VERSATILE COMBATANT

At 3rd level, through rigorous training your mastery of cavalry weapons makes you effective in heavy armor, but even more so in medium or light armor, allowing a rakish freedom to press a tactical advantage in any situation. In exchange for heavy armor's protection, mounted or not, you gain maneuverability and precision. When wearing medium armor, you add double your Strength modifier to damage rolls with your cavalry weapon and your speed increases by 5 feet. While you are mounted, the speed of your mount also increases by 5 feet.

When unarmored, or wearing light armor, your proficiency bonus is doubled for any attack rolls you make with your cavalry weapon, in addition to the benefits of wearing medium armor, and your speed increases by an additional 5 feet, to a total of 10 feet. While you are mounted, the speed of your mount also increases in this way.

Additionally, when you use the Attack action to attack with a cavalry weapon, you can use a bonus action to attack with a loaded one-handed ranged weapon you are holding. Being within 5 feet of a hostile creature doesn't impose disadvantage on this ranged attack.

ADDITIONAL FEATURES & TRAITS

### LINE BREAKER (DC 15)

At 7th level, you have learned to identify the break points in the enemy's line and can clear the way for your allies to follow. When you take the Attack action, you can forgo one of your attacks and use your Move action to move at least 20 feet in a straight line. When you do so, each creature in your path must make a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, a creature is pushed 5 feet in a direction of your choice and falls prone.

Creatures have disadvantage on this saving throw if you are mounted.

TREASURE