

Merkava Sholef the Forceful

Male Human Soldier Fighter 2

Lawful Good

Representing Alan Portman

Strength	17 (+3)	Size:	Medium
Dexterity	17 (+3)	Height:	6' 5"
Constitution	18 (+4)	Weight:	260 lb
Intelligence	14 (+2)	Skin:	Tan
Wisdom	11 (+0)	Eyes:	Blue
Charisma	13 (+1)	Hair:	Dark Brown Wavy; Light Beard

Maximum Hit Points: 24

Speed: 30 feet

Inspiration:

Armor Class: 18 = 10 + 6 [chain mail] + 2 [steel shield]

Proficiency bonus:	+2
Initiative modifier:	+ 3 = + 3 [dexterity]
Attack (handheld / thrown):	+ 5 = + 2 [proficiency] + 3 [strength]
Attack (missile / finesse):	+ 5 = + 2 [proficiency] + 3 [dexterity]
Strength save:	+ 5 = + 2 [proficiency] + 3 [strength]
Dexterity save:	+ 3 = + 3 [dexterity]
Constitution save:	+ 6 = + 2 [proficiency] + 4 [constitution]
Intelligence save:	+ 2 = + 2 [intelligence]
Wisdom save:	+ 0
Charisma save:	+ 1 = + 1 [charisma]
Insight (passive):	10 (15 with advantage)
Perception (passive):	12 (17 with advantage)

Carry: 255 lb maximum

For groups using the optional encumbrance rules:

If carrying more than 85 lb, encumbered -- -10 on speed

If carrying more than 170 lb, heavily encumbered -- -20 on speed, disadvantage on ability checks, attack rolls, and saves involving strength, constitution, and/or dexterity

Languages: Common Elvish

Unarmed strike [+5 to hit; 1+3 bludgeoning]

2 Hand axes [+5 to hit; 1d6+3 slashing, 3 lb, light, thrown (range 20/60)]

Battleaxe [+5 to hit; 1d8+3 slashing, 5 lb, versatile (1d10 slashing)]

Longsword [+5 to hit; 1d8+3 slashing, 4 lb, versatile (1d10 slashing)]

Longbow, heavy [+5 to hit; 1d8+3 piercing, 2 lb, ammunition (range 150/600), heavy, two-handed]

Chain mail [heavy; + 6 AC; max dex + 0; stealth disadvantage; 55 lb.]

Steel Shield [+2 AC; 6 lb.]

Feats:

<i>Skill Name</i>	<i>Key Ability</i>	<i>Skill Modifier</i>	<i>Ability Modifier</i>	<i>Trained?</i>	<i>Misc. Modifier</i>
Acrobatics	Dex	3 =	+3		
Animal Handling	Wis	0 =	+0		
Arcana	Int	2 =	+2		
Athletics	Str	3 =	+3		
Deception	Cha	1 =	+1		
History	Int	4 =	+2	+ 2	
Insight	Wis	0 =	+0		
Intimidation	Cha	3 =	+1	+ 2	
Investigation	Int	2 =	+2		
Medicine	Wis	0 =	+0		
Nature	Int	2 =	+2		
Perception	Wis	2 =	+0	+ 2	
Performance	Cha	1 =	+1		
Persuasion	Cha	1 =	+1		
Religion	Int	2 =	+2		
Sleight of Hand	Dex	3 =	+3		
Stealth	Dex	3 =	+3		
Survival	Wis	2 =	+0	+ 2	

At fighter level 2, as a battle master, Merkava Sholef knows 3 maneuvers. Check his chosen maneuvers here.

- Commander Strike
- Disarming Attack
- Distracting Strike
- Evasive Footwork
- Feinting Attack
- Goading Attack
- Lunging Attack
- Maneuvering Attack
- Menacing Attack
- Parry
- Precision Attack
- Pushing Attack

- Rally
- Riposte
- Sweeping Attack
- Trip Attack
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Merkava Sholef is proficient with at least 1 artisan tool set(s). Check any artisan tools with which Merkava Sholef is proficient:

- | | |
|--|--|
| <input type="checkbox"/> Alchemist's supplies | <input type="checkbox"/> Leatherworker's tools |
| <input type="checkbox"/> Boyer / fletcher tools | <input type="checkbox"/> Mason's tools |
| <input type="checkbox"/> Brewer's supplies | <input type="checkbox"/> Painter's supplies |
| <input type="checkbox"/> Calligrapher's supplies | <input type="checkbox"/> Potter's tools |
| <input type="checkbox"/> Carpenter's tools | <input type="checkbox"/> Smith's tools |
| <input type="checkbox"/> Cartographer's tools | <input type="checkbox"/> Tinker's tools |
| <input type="checkbox"/> Cobbler's tools | <input type="checkbox"/> Weaver's tools |
| <input type="checkbox"/> Cook's utensils | <input type="checkbox"/> Woodcarver's tools |
| <input type="checkbox"/> Glassblower's tools | <input type="checkbox"/> |
| <input type="checkbox"/> Goldsmith / silversmith's tools | <input type="checkbox"/> |
| <input type="checkbox"/> Jeweler's tools | <input type="checkbox"/> |

Check any instruments with which Merkava Sholef is proficient:

- | | |
|-----------------------------------|------------------------------------|
| <input type="checkbox"/> Bagpipes | <input type="checkbox"/> Horn |
| <input type="checkbox"/> Drum | <input type="checkbox"/> Pan flute |
| <input type="checkbox"/> Dulcimer | <input type="checkbox"/> Shawm |
| <input type="checkbox"/> Flute | <input type="checkbox"/> Viol |
| <input type="checkbox"/> Lute | <input type="checkbox"/> |
| <input type="checkbox"/> Lyre | <input type="checkbox"/> |

Merkava Sholef is proficient with at least 1 game(s). Check any games with which Merkava Sholef is proficient:

- | | |
|--|-------------------------------------|
| <input type="checkbox"/> Dragon Chess | <input type="checkbox"/> Dice game: |
| <input type="checkbox"/> Three Dragon Ante | <input type="checkbox"/> |
| <input type="checkbox"/> Board Game: | <input type="checkbox"/> |
| <input type="checkbox"/> Card Game: | <input type="checkbox"/> |

Check any other tools with which Merkava Sholef is proficient:

- | | |
|--|--|
| <input type="checkbox"/> Climber's kit | <input type="checkbox"/> Herbalism kit |
| <input type="checkbox"/> Disguise kit | <input type="checkbox"/> Navigator tools |
| <input type="checkbox"/> Drive a truck | <input checked="" type="checkbox"/> Ride a mount |
| <input type="checkbox"/> Fly a plane | <input type="checkbox"/> Sail a ship |
| <input type="checkbox"/> Forgery kit | <input type="checkbox"/> Poisoner kit |
| <input type="checkbox"/> Healer's kit | <input type="checkbox"/> Thieves' tools |

Human

- Humans get +1 on each of the six ability scores (already included). If honor and/or sanity are ability scores, these are also increased by one.
- Humans learn one extra language.

Soldier

- Other military folks will defer to your rank.
- You know how to ride a horse.
- You are proficient with at least one kind of gaming set, mounts and land vehicles.

Fighter

- Most fighters are proficient in riding a mount.
- This fighter selected the great weapon fighting style; reroll 1s and 2s on damage when using a two-handed or versatile weapon.
- Second Wind: As an action, regain hit points equal to 1d10 + your fighter level. Once per period between short rests.
- Level 2: Action surge -- use it to take an extra action on a turn. Must take a short rest before using again.
- Level 5: Extra attack on any round that includes an attack.
- Level 9: Indomitable -- once between long rests, can reroll a failed saving throw.
- Level 11: Two extra attacks per round.
- Level 13: Indomitable -- twice between long rests, can reroll a failed saving throw.
- Level 17: Two action surges between rests, but not on the same turn.
- Level 17: Indomitable -- three times between long rests, can reroll a failed saving throw.
- Level 20: Three extra attacks per round.

Battle Master Fighter (martial archetype)

- Level 3: Combat superiority -- four d8 dice, three maneuvers.
- Level 3: Student of war -- proficiency with artisan tools of your choice.
- Level 7: Combat superiority -- five dice; two more maneuvers
- Level 7: Know your enemy -- referee will give you information about opponent abilities
- Level 10: Combat superiority -- dice are d10s, two more maneuvers
- Level 15: Combat superiority -- six dice, two more maneuvers; if have no more superiority

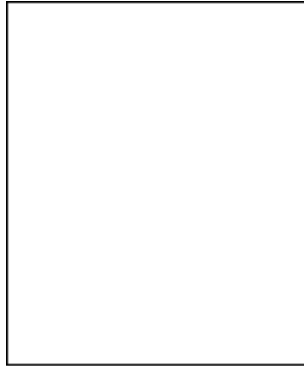
dice, regain one when you roll initiative.

- Level 18: Combat superiority -- dice are d12s.
- Level 19: Relentless -- if you start a turn with no superiority dice, regain two at the end.

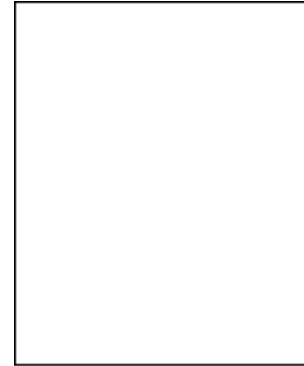
Class HP rolled

Level 1: Fighter 10

Level 2: Fighter 6



Draw Your Portrait



Draw Your Insignia

Death Saving Throws:

Successes

Failures

Merkava Sholef's Equipment:

78 lb Weapons / Armor / Shield (from above)

1 lb Arrows (quiver of 20) x 1

5 lb Backpack

5 lb Crowbar

Gaming set (cards) (proficient)

Gaming set (dice) (proficient)

3 lb Hammer

3 lb Pitons (bag of 4) x 10

20 lb Rations (1 day) x 10

10 lb Rope (50', hempen) x 1

1 lb Tinderbox

10 lb Torches x 10

5 lb Waterskins x 1

141 lb Total

Merkava Sholef's Personality Traits:

Merkava Sholef's Ideal(s):

Merkava Sholef's Bond(s):

Merkava Sholef's Flaw(s):

More about Merkava Sholef: