

Ansha

She/Her

Lv. 3 Soldier Cottage Truescale Fighter

+I
INIT.

30 ft
SPEED.

+2
Proficiency
Bonus

ARMOR CLASS

17

19
With Shield

Exhaustion

Hit Points

Max

31

Current

Temp

Hit Dice

Type

d10

Used

Max

3

Luck

success

Death Saves

failure

Stunts: ○ ○ ○

+3
STR
17
save
+5

+I
DEX
12
save
+I

+3
CON
16
save
+5

+O
INT
10
save
+O

-I
WIS
8
save
-I

+O
CHA
10
save
+O



Skills

- +I Acrobatics (Dex)
- -I Animal Handling (Wis)
- +O Arcana (Int)
- +5 Athletics (Str)
- +O Deception (Cha)
- +O History (Int)
- +I Insight (Wis)
- +O Intimidation (Cha)
- +O Investigation (Int)
- +I Medicine (Wis)
- +2 Nature (Int)
- +I Perception (Wis)
- +O Performance (Cha)
- +O Persuasion (Cha)
- +O Religion (Int)
- +I Sleight of Hand (Dex)
- +I Stealth (Dex)
- -I Survival (Wis)

Weapon	To Hit	Damage	Range
Longsword Disarm, Hamstring	+5	1d8/ 1d10 +3	melee
Dagger Pinning Shot	+5	1d4+3	20/60
Longbow Pinning Shot	+3	1d8+1	150/600

Inventory

Dungeoneer's Pack Mess Kit
Splint Mail Set of Dice
Shield Common Clothes

Wealth

10 GP

Class Features

Guard:

As a bonus action, you raise your shield to intercept incoming attacks. Select one enemy creature within 5 feet of you. That creature has disadvantage on the first attack roll it makes against you or an ally within 5 feet of you before the start of your next turn.

Martial Action:

As a bonus action, you can perform a weapon option.

Action Surge:

On your turn, you can activate this feature to gain another action—in addition to the action and possible bonus action you regularly get on your turn. Once you use this feature, you must complete a short or long rest before you can use it again.

Mastery:

Once per turn, when you roll damage for an attack with a weapon you have mastered (Longsword, Dagger, and Longbow), you can reroll the weapon's damage dice and use either result. Alternatively, once per turn, when you use a weapon option for a weapon that you have mastered, you can roll the attack's damage even if the weapon option doesn't normally allow it.

Stunts:

To use a stunt, you must wield a weapon that matches the weapon type listed in the stunt description (if one is listed). You can only use one stunt per turn.

Talents & Traits

Field Medic:

-When you make a WIS (Medicine) check, treat any d20 roll of 9 or lower as though you rolled a 10.
- As an action, you can tend to the wounds of a creature you can see and touch. When you do, the creature regains a number of hit points equal to their CON modifier +2. A creature healed in this way can't receive the benefits of this feature again until it finishes a short or long rest.
- When you spend hit dice to regain hit points during a short rest, you can reroll up to 2 dice and must take the new result.

Darkvision:

You have darkvision to a range of 60 feet.

Truescale Adaptation:

You have resistance to acid damage.

Stunts

Arcing Strike

Requires a Heavy Melee Weapon
When you deal damage with a heavy weapon wielded in both hands, you can also deal half the damage you dealt to a different target within reach that you can see. If the second target is an object, it takes the full damage instead. You can decide to use this after you know your damage roll.

Cheap Shot

Requires a Melee Weapon
When you successfully hit a target with a melee weapon as part of the Attack action, you can immediately make an unarmed strike against that target as part of the same Attack action.

Make it Count

When you take the Attack action, you can make a single weapon attack with a +10 to the attack roll. On a hit, the attack deals additional damage equal to your fighter level. You can't make additional attacks as part of that Attack action, even if a feature like Multiattack would normally allow you to do so.

Parry

Requires a Melee Weapon
When a creature you can see hits you with a weapon attack, you can use your reaction to reduce the damage you take by 1d10 + your PB (to a minimum of 0 damage).

Redirect

When you miss a target with a weapon attack, you can use your reaction to immediately reroll the attack, but you must select a different target you can see within 5 feet of the original target.

Riposte

Requires a Melee Weapon
When a creature you can see within range misses you with a weapon attack, you can use your reaction to immediately make a melee weapon attack against that creature.

Straight Through

Requires a Ranged Weapon
When you deal damage with a ranged weapon attack, you can also deal half the damage you dealt to a different target you can see within 5 feet of the original target. You can decide to use this after you know your damage roll.

Tactical Retreat

Requires a Melee Weapon
When you hit a creature with a weapon as part of the Attack action, you can immediately move up to half your speed as part of the same action without provoking opportunity attacks.