

**Kiron Foster**  
Old Man Kir

CHARACTER NAME



Fighter 6

CLASS & LEVEL

Variant Human

SPECIES

SG

PLAYER NAME

Custom/Peasant Farmer (Milestone)

BACKGROUND

EXPERIENCE POINTS

**STRENGTH**  
**14**  
+2

**DEXTERITY**  
**12**  
+1

**CONSTITUTION**  
**10**  
+0

**INTELLIGENCE**  
**15**  
+2

**WISDOM**  
**15**  
+2

**CHARISMA**  
**10**  
+0

+5 Strength  
 +1 Dexterity  
 +3 Constitution  
 +2 Intelligence  
 +5 Wisdom  
 +0 Charisma  
  
 Saving Throw Modifiers  
  
**SAVING THROWS**

+1 Acrobatics DEX  
 +5 Animal Handling WIS  
 +2 Arcana INT  
 +2 Athletics STR  
 +0 Deception CHA  
 +5 History INT  
 +5 Insight WIS  
 +0 Intimidation CHA  
 +2 Investigation INT  
 +2 Medicine WIS  
 +5 Nature INT  
 +2 Perception WIS  
 +0 Performance CHA  
 +0 Persuasion CHA  
 +2 Religion INT  
 +1 Sleight of Hand DEX  
 +1 Stealth DEX  
 +5 Survival WIS  
  
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**SKILLS**

**+1**  
 INITIATIVE  
  
**ARMOR**  
**15**  
 CLASS  
  
**DEFENSES**  
  
**HEROIC INSPIRATION**  
  
**+3**  
 PROFICIENCY BONUS  
  
**ABILITY SAVE DC**  
  
**30 ft. (Walking)**  
 SPEED

Max HP **40** Current HP Temp HP  
 HIT POINTS  
  
 Total **6d10** HIT DICE  
 SUCCESSES FAILURES DEATH SAVES

=== ARMOR ===  
 Heavy Armor, Light Armor, Medium Armor, Shields  
  
 === WEAPONS ===  
 Martial Weapons, Simple Weapons  
  
 === TOOLS ===  
 Alchemist's Supplies, Brewer's Supplies, Herbalism Kit  
  
 === LANGUAGES ===  
 Common, Dwarvish  
  
**PROFICIENCIES & TRAINING**

=== ACTIONS ===  
 Standard Actions  
 Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence  
  
 Superiority Dice • 4 / Short Rest  
 You learn maneuvers that are fueled by superiority dice. Maneuvers enhance an attack in some way. You have 4d8 superiority dice per short rest.  
  
 === BONUS ACTIONS ===  
 Second Wind • 1 / Short Rest  
 Once per short rest, you can use a bonus action to regain 1d10 + 6 HP.  
  
 === SPECIAL ===  
 Action Surge • 1 / Short Rest  
 You can take one additional action on your turn. This can be used 1 times per short rest.  
  
 Extra Attack  
 You can attack twice whenever you take the Attack action on your turn.  
  
 Maneuvers: Goading Attack  
 When you hit with a weapon attack, you can expend one superiority die to add the total to the damage roll and the target must make a WIS saving throw (DC 13). On failure, the target has disadvantage on all attack rolls against targets other than you until

**12** PASSIVE PERCEPTION  
  
**15** PASSIVE INSIGHT  
  
**12** PASSIVE INVESTIGATION  
  
**SENSES**

NAME	HIT	DAMAGE/TYPE	NOTES
Battleaxe	+5	1d8+2 Slashing	Martial, Versatile, Topple
Handaxe	+5	1d6+2 Slashing	Simple, Light, Thrown, Vex, Range (20/60)
Longbow	+4	1d8+1 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Slow, Range (150/600)
Longsword	+5	1d8+2 Slashing	Martial, Versatile, Sap
Unarmed Strike	+5	3 Bludgeoning	

**WEAPON ATTACKS & CANTRIPS**



# D&D BEYOND

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### === FIGHTER FEATURES ===

\* Hit Points • PHB 71

\* Proficiencies • PHB 71

\* Fighting Style • PHB 72  
You adopt a fighting style specialty.

| Great Weapon Fighting • PHB  
You can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.

\* Second Wind • PHB 72  
Once per short rest, you can use a bonus action to regain 1d10 + 6 HP.

| 1 / Short Rest • 1 Bonus Action

\* Action Surge • PHB 72  
You can take one additional action on your turn. This can be used 1 times per short rest.

| 1 / Short Rest • Special

\* Martial Archetype • PHB 72

| Battle Master

\* Combat Superiority • PHB 73  
You learn maneuvers that are fueled by superiority dice. Maneuvers enhance an attack in some way. You have 4d8 superiority dice per short rest.

| Superiority Dice: 4 / Short Rest • 1 Action

\* Student of War • PHB 73  
You gain proficiency with one type of artisan's tools.

\* Maneuvers • PHB 74

| Goading Attack • PHB  
When you hit with a weapon attack, you can expend one superiority die to add the total to the damage roll and the target must make a WIS saving throw (DC 13). On failure, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

| Maneuvers: Goading Attack: Special

| Maneuvering Attack • PHB  
When you hit with a weapon attack, you can expend one superiority die to add the total to the damage roll and to allow a creature that can see or hear you to use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

| Maneuvers: Maneuvering Attack: Special

| Menacing Attack • PHB  
When you hit with a weapon attack, you can expend one superiority die to add the total to the damage roll and the target must make a WIS saving throw (DC 13). On failure, it is frightened of you until the end of your next turn.

| Maneuvers: Menacing Attack: Special

\* Ability Score Improvement • PHB 72

\* Extra Attack • PHB 72  
You can attack twice whenever you take the Attack action on your turn.

| Special

### === VARIANT HUMAN SPECIES TRAITS ===

\* Languages • BR 31

You can speak, read, and write Common and one extra language.

\* Ability Score Increase • BR 31  
Two different ability scores of your choice increase by 1.

\* Skills • BR 31  
You gain proficiency in one skill of your choice.

\* Feat • BR 31  
You gain one feat of your choice.

### === FEATS ===

\* Savage Attacker • PHB-2024 201  
Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

\* Defense • PHB-2024 209  
You gain +1 to AC when wearing Light, Medium, or Heavy armor.

\* Resilient (Wisdom) •  
Increase your WIS score by 1 and you gain proficiency in WIS saving throws.

### FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Shield	1 1	6 lb.		
		Leather	1 1	10 lb.		
SP	0	Longsword	1 1	3 lb. 2		
		Handaxe	20	lb. 4		
EP	0	Battleaxe	1 1	lb. 2		
		Longbow	1	lb. 1		
GP	0	Arrows	10	lb. 5		
		Backpack	1 1	lb. 7		
PP	0	Bedroll	10	lb. 1		
		Mess Kit	1	lb. 20		
	WEIGHT CARRIED	Rations (1 day)		lb. 10		
	87 lb.	Rope, Hempen (50 feet)		lb. 1		
	ENCUMBERED	Tinderbox		lb. 10	ATTUNED MAGIC ITEMS	QTY WEIGHT
	210 lb.	Torch		lb. 5		
	PUSH/DRAG/LIFT	Waterskin		lb.		
	420 lb.					

### EQUIPMENT

**Kiron Foster**  
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CHARACTER NAME



Male	76	Medium	5'11"	160
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Yargan	Lightly tanned	Brown	Long gray hair
ALIGNMENT	FAITH	SKIN	EYES	HAIR



Kiron is muscular but thin for his height. He has long gray hair tied back and a gray beard kept somewhat neat. He wears simple clothing, cracked leather armor, a rough, worn cloak, and old, weathered boots. The shield on his back was made from the broken door of his barn, where he stabled his horses.

CHARACTER APPEARANCE



ALLIES & ORGANIZATIONS

I judge people by their actions, not their words.  
When I set my mind to something, I follow through no matter what gets in the way.

PERSONALITY TRAITS

Aspiration. I work hard to be the best there is at my craft. (Any)  
Respect. People deserve to be treated with dignity and respect. (Good)

IDEALS

I worked the land, I love the land, and I will protect the land.

BONDS

I am friendly, but keep myself reserved. I am slow to truly trust and make friends.

FLAWS

Kiron is an old farmer who just wants to brew his ale and farm his lands in peace. Some young thugs stole his horses and he ventured out to retrieve them, trying to track the rogues.

CHARACTER BACKSTORY

ADDITIONAL NOTES

SPELLCASTING CLASS



SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES



SPELLS



## **Kiron's Farm**

- 1 - Kiron's House**
- 2 - Where Kiron fought the first thief**
- 3 - Kiron's dead horse**
- 4 - Direction the thieves fled**

