

Shardul

CHARACTER NAME

Fighter [Battle Master] (5) Soldier

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Leonin

Chaotic Good

6695

RACE

ALIGNMENT

EXPERIENCE POINTS

+3

PROFICIENCY BONUS

INSPIRATION

16

+6 SAVING THROWS
+6 ATHLETICS

+3

STRENGTH

14

+2 SAVING THROWS
+5 ACROBATICS
+2 SLEIGHT OF HAND
+2 STEALTH

+2

DEXTERITY

15

+5 SAVING THROWS

+2

CONSTITUTION

12

+1 SAVING THROWS
+1 ARCANA
+1 HISTORY
+1 INVESTIGATION
+1 NATURE
+1 RELIGION

+1

INTELLIGENCE

10

0 SAVING THROWS
0 ANIMAL HANDLING
0 INSIGHT
0 MEDICINE
+3 PERCEPTION
+3 SURVIVAL

0

WISDOM

8

-1 SAVING THROWS
-1 DECEPTION
+2 INTIMIDATION
-1 PERFORMANCE
-1 PERSUASION

-1

CHARISMA

13

PASSIVE WISDOM (PERCEPTION)

14

ARMOR CLASS

+2

INITIATIVE

35

SPEED

HIT POINT MAXIMUM 48

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5x(1d10+2)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

Favors actions over words.

Obsessed with poetry.

PERSONALITY TRAITS

Duty to liege and subjects.

IDEALS

Made peace with old enemy.

BONDS

Haunted by nightmares.

FLAWS

NAME

ATK BONUS DAMAGE/TYPE

Handaxe

+6

1d6+3 slashing

Longbow

+5

1d8+2 piercing

Scimitar

+6

1d6+3 slashing

Number of Attacks: 2
Spear. +6, 1d6+3 piercing
Greatsword. +6, 2d6+3
slashing

ATTACKS & SPELLCASTING

Arrow x20
Backpack
Bedroll
Book
Clothes, common
Clothes, traveler's
Crowbar
Ink
Ink pen
Leather
Mess kit
Pot, iron x10
Rations (1 day) x10
Rope, hempen
Shield
Studded
Tinderbox
Torch x10
Waterskin

EQUIPMENT & CHARACTER NOTES

Tool Proficiencies: Dice Set; Land Vehicles

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Heavy; Light; Medium; Shields

Language Proficiencies: Common; Leonin

OTHER PROFICIENCIES & LANGUAGES

CP 27

SP 45

EP

GP 613

PP

TREASURE



Shardul

CHARACTER NAME

AGE

Gold

EYES

7" 2"

HEIGHT

Tan

SKIN

WEIGHT

Blond

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Gem (50 GP) (2)

TREASURE

Shardul, the Sword Without a Banner

Shardul once served as an officer in the forces of a powerful archmage during the Great Wizard War. He fought beneath impossible skies, watched magic destroy entire companies, and learned that ordinary soldiers often paid the price for their masters' ambitions.

His loyalty finally shattered when his company was ordered to hold a fortress their archmage had already abandoned. Their sacrifice was meant only to delay the enemy. Shardul survived, but most of those under his command did not. When the war ended, he abandoned his master's colors and became a wandering sword for hire.

Shardul still believes deeply in duty. He accepts coin from those whose cause he considers worthy but refuses to serve anyone who treats their followers as expendable.

During the war, Shardul repeatedly fought an enemy officer named Ser Garran Vale. Near the war's end, a magical catastrophe left them stranded together. Forced to cooperate to survive, the two eventually recognized that neither was truly responsible for the war that had consumed their lives. They parted not as friends, but no longer as enemies.

Despite favoring deeds over words, Shardul is obsessed with poetry. He carries a battered book in which he writes verses about empty roads, fallen companions, and places he will never see again.

At night, the war returns in his dreams. He hears dead soldiers calling his name and relives the order that doomed his company. So Shardul keeps moving—a soldier without a liege, searching for something worthy of his loyalty and perhaps, someday, a place where he can finally lay down his sword.

CHARACTER BACKSTORY

Darkvision: 60 ft.

-----Bonus Actions-----

Daunting Roar. As a bonus action, you can let out an especially menacing roar. Creatures of your choice within 10 feet of you that can hear you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC of the save equals 8 + your proficiency bonus + your Constitution modifier. Once you use this trait, you can't use it again until you finish a short or long rest.

Second Wind. Regain 1d10 +5 HPs (use once/rest).

-----Actions-----

Action Surge. Take an extra action (use once/rest).

-----Other Traits-----

Great Weapon Fighting Style. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Great Weapon Master. You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.

Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Hunter's Instincts. You have proficiency in one of the following skills of your choice: Athletics, Intimidation, Perception, or Survival.

Maneuvers. Beginning at 3rd level, when you take the Battle Master archetype, you learn three special maneuvers from the list below. You may only use one maneuver every time you take the attack action. You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice: You start with 4 superiority dice. They are d8 and you use one whenever you use a maneuver. You regain them all when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Saving Throws: If a maneuver requires a saving throw, the DC is 8+ your proficiency bonus + your Strength or Dexterity modifier (your choice). .

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. .

Precision Attack. When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied. .

Riposte. When a character misses you with a melee attack, you can use your reaction and expend one more superiority die to make a melee attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

Trip Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone. You can expend a superior die, adding the total to the damage, and force the enemy to make a Strength save, or be knocked prone.

War Student. Your study of the art of war not only in battle but out of it grants you a proficiency in an artisan tool of your choice.

Weapons

Greatsword: +5 to hit, 2d6+2 slashing.

Shardul's primary weapon combines with Great Weapon Fighting and Great Weapon Master.

Longbow: +5 to hit, 1d8+2 piercing.

Used when enemies cannot be reached immediately or when closing into melee would be tactically unwise.

Handaxe: +5 to hit, 1d6+2 slashing, thrown (20/60).

A practical soldier's backup weapon that can also be thrown.

He gets two attacks whenever he takes the Attack action.

Actions

Combat Strategy: Shardul fights like an experienced battlefield duelist rather than a berserker. He closes quickly with dangerous enemies, using Trip Attack to put them on the ground before following with a second strike at advantage. Against vulnerable targets, he uses Great Weapon Master for devastating blows. He saves Precision Attack to turn an important near-miss into a hit and Action Surge for moments when an enemy must be brought down quickly.

If Trip Attack fails to knock a formidable foe prone, Shardul will use Daunting Roar (once per long rest) as bonus action, which frightens chosen targets in 10 feet who don't Wisdom Save DC 14.

Actions: Attack. Make two attacks with greatsword (+5, 2d6+2 slashing). Great Weapon Master. Before attacking, take -5 to hit for +10 damage. Best against low-AC targets or when attacking with advantage. Action Surge. Take one additional action (once/rest), potentially allowing four greatsword attacks in one turn.

Trip Attack. After a hit, spend 1 superiority die (d8), add it to damage, and attempt to knock a Large or smaller enemy prone (DC 13 Strength save).

Precision Attack. Spend 1 superiority die (d8) to add to an attack roll. Especially useful for rescuing a Great Weapon Master attack that narrowly misses. Shardul has four superiority dice, recovering them after a short or long rest.

Bonus Actions:

Second Wind. Regain 1d10+5 HP (once/rest).

Daunting Roar. Creatures of Shardul's choice within 10 ft. make a DC 11 Wisdom save or become frightened until the end of his next turn (once/rest). Great Weapon Master. After scoring a critical hit or reducing a creature to 0 HP with a melee weapon, make one melee attack as a bonus action.

Reaction: Riposte. When a creature misses Shardul with a melee attack, spend 1 superiority die to make a melee attack against it; on a hit, add the d8 to the damage.

Signature Combination

A very "Shardul" turn would be: Trip Attack → enemy falls prone → Great Weapon Master attack with advantage → Action Surge if necessary → two more attacks.

That gives him a fighting style that feels controlled, deliberate, and brutally efficient—appropriate for a former officer who survived the Great Wizard War rather than someone who simply charges in swinging.