

Merc Hirelings



5th Edition SRD

Player: Mercs

Human fighter 2 - CR 1/8

Lawful Neutral Humanoid; Deity: **Helm**; Background:

Soldier; Height: **5' 7"**; Weight: **115lb**.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	16	+3	+5
DEX DEXTERITY	14	+2	+2
CON CONSTITUTION	16	+3	+5
INT INTELLIGENCE	10	0	+0
WIS WISDOM	12	+1	+1
CHA CHARISMA	11	0	+0

AC 18 **Initiative** +2 **Speed** 30 ft

Proficiency +2 **Inspiration**

HP 26 **HD** 2d10 **Death Saves**

Damage / Current HP	HD Used	Success/Fail

Number of Attacks 1

Dagger

Main hand: **+5, 5 (1d4+3) piercing** Rng: 20 ft./60 ft.
Finesse, Light, Thrown

Ranged: **+5, 5 (1d4+3) piercing**

Longsword

Main hand: **+5, 7 (1d8+3) slashing** Versatile
Both hands: **+5, 8 (1d10+3) slashing**

Shortbow

Ranged, both hands: **+4, 5 (1d6+2) piercing** Rng: 80 ft./320 ft.
Ammunition, Two-Handed

Chain shirt

+3

Shield

+2

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+2	DEX (2)	-	
Animal Handling	+1	WIS (1)	-	
Arcana	+0	INT (0)	-	
Athletics	+5	STR (3)	+2	
Deception	+0	CHA (0)	-	
History	+0	INT (0)	-	
Insight	+1	WIS (1)	-	
Intimidation	+2	CHA (0)	+2	
Investigation	+0	INT (0)	-	
Medicine	+1	WIS (1)	-	
Nature	+0	INT (0)	-	
Perception	+3	WIS (1)	+2	
Performance	+0	CHA (0)	-	
Persuasion	+0	CHA (0)	-	
Religion	+0	INT (0)	-	
Sleight of Hand	+2	DEX (2)	-	
Stealth	+2	DEX (2)	-	
Survival	+3	WIS (1)	+2	

Passive Perception: 13

Other Proficiencies:

Tools: Land vehicles; Playing card set

Weapons: Martial weapons; Simple weapons

Armor: Heavy armor; Light armor; Medium armor; Shields

Special Abilities

Action Surge (1/short rest)

Military Rank

Second Wind (recover 1d10+2 hp, 1/short rest)

Gear

**Total Weight Carried: 91/240 lbs.,
(Maximum: 240 lbs)**

Backpack (empty)	5 lbs
Bedroll	7 lbs
Chain shirt	20 lbs
Dagger x2	1 lb
Longsword	3 lbs
Mess kit	1 lb
Money	0.8 lbs
Rations x10	2 lbs
Rope, hempen (50 feet)	10 lbs
Shield	6 lbs
Shortbow	-
Tinderbox	1 lb
Torch x10	1 lb
Waterskin	5 lbs

Experience & Wealth

Current Cash: **40 gp**

Role Playing

Tracked Resources

Action Surge (1/short rest)	<input type="checkbox"/>
Dagger	<input type="checkbox"/> <input type="checkbox"/>
Inspiration	<input type="checkbox"/>
Rations	<input type="checkbox"/>
Second Wind (recover 1d10+2 hp, 1/short rest)	<input type="checkbox"/>
Torch	<input type="checkbox"/>

Languages

Common

Orc