

# Julaus

Level 2  
LEVEL

Fighter  
CLASS

Chaotic Good  
ALIGNMENT

<b>STR</b> +3 16	<b>DEX</b> +1 13	<b>CON</b> +3 16
<b>INT</b> +0 10	<b>WIS</b> +1 12	<b>CHA</b> -1 8

## INITIATIVE

Roll 1d20

+1

## PASSIVE PERCEPTION

11

## SPEED

30 ft.



## ARMOUR CLASS (AC)

18

Attacks equal or higher than AC hit



## HIT POINTS

Damage Reduces Hit Points

24

HIT DICE 2d10



## DEATH SAVES

SUCCESS



FAILURE



## PROFICIENCY BONUS +2

## SAVING THROWS

Roll 1d20

- +5\* STRENGTH SAVES
- +1 DEXTERITY SAVES
- +5\* CONSTITUTION SAVES
- 0 INTELLIGENCE SAVES
- +1 WISDOM SAVES
- 1 CHARISMA SAVES

\* PROFICIENCY BONUS ALREADY APPLIED

## PROFICIENCIES

**Armour:** light, medium, heavy, shields

**Weapons:** simple, martial

**Tools:** none

**Saving Throws:** STR, CON

**Skills:** Animal Handling, Athletics, Intimidation, Survival

**Languages:** Common

## SKILLS

Roll 1d20

- +1 ACROBATICS (DEX)
- +3\* ANIMAL HANDLING (WIS)
- 0 ARCANA (INT)
- +5\* ATHLETICS (STR)
- 1 DECEPTION (CHA)
- 0 HISTORY (INT)
- +1 INSIGHT (WIS)
- +1\* INTIMIDATION (CHA)
- 0 INVESTIGATION (INT)
- +1 MEDICINE (WIS)
- 0 NATURE (INT)
- +1 PERCEPTION (WIS)
- 1 PERFORMANCE (CHA)
- 1 PERSUASION (CHA)
- 0 RELIGION (INT)
- +1 SLEIGHT OF HAND (DEX)
- +1 STEALTH (DEX)
- +3\* SURVIVAL (WIS)

\* PROFICIENCY BONUS ALREADY APPLIED

## ATTACKS

Roll 1d20

**Longsword.** Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 1d8+3 slashing damage. (If used two-handed in melee, does 1d10+3 damage).

**Unarmed Strike.** Melee Attack: +5 to hit, reach 5 ft. Hit: 4 bludgeoning damage.

**Hand Axe.** Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 1d6+3 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.).

## FEATURES

### Fighting Style (Protection).

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

**Second Wind.** Bonus action to regain 1d10+3 HP, single use between short/long rests.

**Action Surge.** Gain 1 extra action on your turn, single use between short/long rests.





## BACK STORY

Axell, the Quartermaster never liked you. Probably because the rest of the Dread Marsh crew respect your fighting ability and willingness to act.

Well, now the quartermaster and your own eagerness for adventure have led you right into trouble.

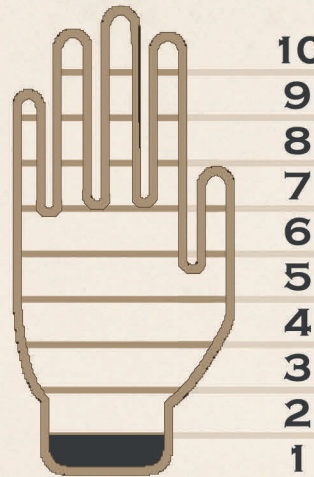
You'd heard the tall tales from Axell's youth about how he used to sail with the legendary Foxbeard, so when the chance came to retrieve his fabled loot you were the first to volunteer.

Idolynn made getting into the crypt and taking the big emerald from the sarcophagus look easy, it's only when you all got out the trouble started.

Now you have a dreadful curse and no way back to your beloved ship. Surely this is all the foul plot of that greedy, treacherous, scurvy Quartermaster!

You'll find a way to lift the curse then return to the Dread Marsh and show Axell the sharp end of your blade.

## CURSE OF THE BLACK MARK



### 10 You're Cursed!

9

8

7

6

5

4

3

2

1

While you don't seem to be harmed, your flesh has started to rot away, which leaves you with the appearance of a zombie.

There is a also a mark on your hand, that right now is quite small...

## EQUIPMENT & TREASURE

Chain mail (AC 16), Shield (AC +2)

Longsword, 2 Hand Axes

Backpack: Flint and Steel, Tinderbox, 2 Torches, Mess Kit, Bedroll, Waterskin, Steak Sandwich, Gambling Dice, Shovel, 50 feet of Hempen Rope

8gp, 27sp

## SPELLS AND NOTES