

ALRIC DAWNSWORN, RETIRED ADVENTURER

"MOST ANSWERS COME IF YOU GIVE 'EM TIME. THE LAKE TAUGHT ME THAT."

MEDIUM HUMANOID (HUMAN), NEUTRAL GOOD

Armor Class 16 (breastplate, concealed beneath his coat)
Hit Points 67 (9d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +5, Con +4

Skills Athletics +5, Survival +4, Perception +4, History +3

Tools Fishing tackle, Smith's tools

Senses Passive Perception 14

Languages Common

Challenge 3 (700 XP)

Second Wind (Recharges on Short Rest) Alric can use a bonus action to regain 12 (1d10 + 3) hit points.

Remarkable Athlete Alric adds +2 to Strength, Dexterity, or Constitution checks he doesn't already have proficiency in.

Defensive Stance If Alric hasn't moved on his turn, he gains +2 AC until the start of his next turn.

ACTIONS

Longsword (Two-Handed) *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 3) slashing damage.

Fishing Spear (Thrown) *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

REACTIONS

Riposte If a creature misses Alric with a melee attack, he can use his reaction to make a melee attack against that creature.

