



## Warlord

Health Levels: 3

AC: 18 (Heavy Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Strength

Skills (+5): Athletic, Intimidation

Saves (+6): Strength, Constitution

- **Melee Weapon Attack:** +6 to hit, 1d12+4 piercing damage
- **Commanding Strike** (3 per day): The warlord attacks a target, then selects an ally within 30 feet to make a free attack the same target.



## Swordmaster

Health Levels: 3

AC: 18 (Heavy Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Strength

Skills (+5): Athletics, Survival

Saves (+6): Strength, Constitution

- **Melee Weapon Attack:** +6 to hit, 2d8+2 slashing damage
- **Gaping Wound** (3 per day): After a hit, target bleeds 1d6 at start of each of its turns. CON save to stop the bleeding.



## Tracker

Health Levels: 3

AC: 15 (Medium Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Dexterity, Wisdom

Skills (+5): Investigation, Survival

Saves (+6): Strength, Dexterity

- **Ranged Weapon Attack:** +6 to hit, range 150/600, 1d8+4 piercing damage
- **Hunter's Mark** (3 per day): Bonus Action, 90 ft. range, 1 hour duration. Choose a creature in sight, you deal an extra 1d6 damage on weapon attacks, and have advantage on Perception or Survival checks to find the target.