



Westcott Zenam

Class: Fighter (level 4)
Race: Human
Languages: Common, Dwarvish
Alignment: Lawful Neutral
Background: Soldier

Max HP: 41
Hit Dice: 4d10
Armor Class: 18 (Chain Mail)
Speed: 30 ft.
Initiative: +2
Passive Perception: 14
Passive Investigation: 10
Passive Insight: 12

Proficiencies (Bonus +2)

- All Armor & Shields
- All Weapons
- Land Vehicles
- Dice Set

SKILLS	MODIFIER
Acrobatics (DEX)	+2
Animal Handling (WIS)	+4
Arcana (INT)	+0
Athletics (STR)	+4
Deception (CHA)	+0
History (INT)	+0
Insight (WIS)	+2
Intimidation (CHA)	+2
Investigation (INT)	+0
Medicine (WIS)	+2
Nature (INT)	+0
Perception (WIS)	+4
Performance (CHA)	+0
Persuasion (CHA)	+0
Religion (INT)	+0
Sleight of Hand (DEX)	+2
Stealth (DEX)	+2
Survival (WIS)	+4

STATS	SCORE	MODIFIER	SAVE
Strength	14	+2	+4
Dexterity	14	+2	+2
Constitution	16	+3	+5
Intelligence	11	+0	+0
Wisdom	14	+2	+2
Charisma	10	+0	+0

A sergeant in Waterdeep's City Guard, Westcott has been moonlighting in the private sector. Highly trained in formation combat, Sergeant Zenam is an ideal candidate for protection details, raids, or other kinetic operations.

ATTACKS	HIT	DAMAGE	NOTES
Longsword	+4	1d8+2 slashing	Use 2-handed for 1d10+2 instead
Dagger	+4	1d4+2 piercing	Finesse, Light, Thrown (20/60 ft.)
Crossbow	+4	1d8+2 piercing	2-handed, Range 80/320 ft.
Shield		Knock Prone or Push 5 ft. away	Roll your Athletics vs. target's Athletics or Acrobatics
Unarmed	+4	3 bludgeoning	

Shield Master: When you attack, you can use a bonus action to try and shove a creature within 5 ft. with your shield. Additionally, if an effect targeting you allows half damage on a successful roll, you can use your reaction to take no damage. Furthermore, you can add your shield's +2 AC bonus to any DEX saving throw you make against effects that target only you.

Protection: While wielding a shield and an enemy you can see attacks someone within 5 ft of you, you can use your reaction to impose disadvantage on the attack roll.

Unwavering Mark: When you hit with a melee attack, you can mark the target until the end of your next turn. While it is within 5 ft. of you, the marked target has disadvantage on any attack roll that doesn't target you. If the marked target deals damage to anyone else, you can make a melee attack against it on your next turn as a bonus action with advantage and +2 additional damage. You can make an attack like this 2 times per long rest.

Second Wind: Once per short rest, use a bonus action to regain 1d10+4 HP.

Action Surge: Once per short rest, take one additional action on your turn.

Born to the Saddle: You have advantage on saving throws to avoid falling off your mount. If you do fall and descend no more than 10 ft., you can land on your feet if you're not incapacitated. Mounting or dismounting a creature only costs you 5 ft. of movement.

Military Rank: Soldiers of Waterdeep's City Guard still recognize your authority and influence, and 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 or installations where your rank is recognized.

Chain Mail: Your heavy armor imposes disadvantage on Stealth rolls.