

Rouxil, Emperor's Vanguard

CHARACTER NAME

Fighter (Champion)

CLASS & LEVEL

Human

RACE

Folk Hero

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+2

PROFICIENCY BONUS

INSPIRATION

16

- ◆ +5 SAVING THROWS
- +5 ATHLETICS

+3

STRENGTH

13

- ◆ +1 SAVING THROWS
- +1 ACROBATICS
- +1 SLEIGHT OF HAND
- +1 STEALTH

+1

DEXTERITY

16

- ◆ +5 SAVING THROWS

+3

CONSTITUTION

9

- ◆ -1 SAVING THROWS
- -1 ARCANA
- -1 HISTORY
- -1 INVESTIGATION
- -1 NATURE
- -1 RELIGION

-1

INTELLIGENCE

11

- ◆ +0 SAVING THROWS
- +2 ANIMAL HANDLING
- +0 INSIGHT
- +0 MEDICINE
- +2 PERCEPTION
- +2 SURVIVAL

+0

WISDOM

14

- ◆ +2 SAVING THROWS
- +2 DECEPTION
- +2 INTIMIDATION
- +2 PERFORMANCE
- +2 PERSUASION

+2

CHARISMA

12

PASSIVE WISDOM (PERCEPTION)

18

ARMOR CLASS

+1

INITIATIVE

30 ft.

SPEED

HIT POINT MAXIMUM 40

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d10

1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Ancestral battle axe	+5	1d8 (1d10) + 3 slashing
Javelin	+5	1d6 + 3 piercing
Unarmed	+3	1 + 3 bludgeoning

ATTACKS & SPELLCASTING

Folk Hero Features:  
Rustic Hospitality (PH page 131)

Fighter Features (PH page 71):  
Defense Fighting Style (already calculated)

Second Wind (bonus action to regain 1d10 + 4 hit points, regain on short or long rest)

Action Surge (take an additional action on your turn, regain on short or long rest)

Champion Features (PH page 72):

Improved Critical (critical hit on a 19 or 20)

FEATURES & TRAITS

Languages: Common

Tools: Woodcutter's tools, vehicles (land)

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

OTHER PROFICIENCIES & LANGUAGES

Ancestral battle axe, 4 javelins, feathered shield, breastplate, writ of Emperor's commendation (to be given by you to a favored soldier), wood for whittling, small carving knives, iron pot, shovel, backpack, bedroll, mess kit, tinderbox, 10 torches, waterskin, 50 feet of hempen rope

Rouxil and his son Artinoq are a part of the Emperor's Vanguard, an elite fighting force that has been fighting skirmishes against the Legion of Dusk ever since their arrival. On their last battle, both of them were the sole survivors from their scouting patrol meant to assess the perimeter defenses of Conqueror's Foothold. They were placed in prison and sentenced to death. Alante heard of their battle acumen, and decided to free them to help her. Rouxil wants Alante to succeed and have her order usurp influence of the region. He believes that if the Order of the Five Sacraments is able to convince the rest of the Legion of Dusk that a reciprocal arrangement with the Sun Empire is beneficial, that he will be able to bring an end to the conflict in this region of Ixalan.

EQUIPMENT & CHARACTER NOTES