

# Neverland

A Fantasy Role-Playing Setting

Name

Player Name

**HUMAN, FIGHTER (Battle Master), 3**

Race, Class, Level

**PIRATE**

Background

**950**

Experience

**STR**

**+2**

14

**PROFICIENCY BONUS**

**+2**

**Saving Throws**

+4 Strength\*

+3 Dexterity

+4 Constitution\*

+0 Intelligence

+1 Wisdom

-1 Charisma

*\*prof. bonus added*

**CON**

**+2**

15

**Skills**

+5 Acrobatics\*

+1 Animal Handling

+0 Arcana

+4 Athletics\*

-1 Deception

+0 History

+1 Insight

-1 Intimidation

+0 Investigation

+1 Medicine

+0 Nature

+3 Perception\*

-1 Performance

-1 Persuasion

+0 Religion

+3 Sleight of Hand

+3 Stealth

+3 Survival\*

*\*prof. bonus added*

**CHA**

**-1**

9

**PASSIVE WISDOM**

**13**

**ARMOR**

**14**

Leather Armor

**HP**

**28**

HD 3D10

**INITIATIVE**

**+3**

**SPEED**

**30ft**

**LANGUAGES** Common, Giant

**ALIGNMENT** Chaotic Neutral

**SIZE** Medium

**ACTION**

- **Rapier** melee, +5 to hit, 1D6+3
- **Longbow** ranged, +5 to hit, 1D8+3
- **Hand Crossbow** ranged, +5 to hit, 1D6+3

**SPECIAL ATTACK**

- **Two-Weapon Fighting** add ability modifier to damage of second weapon (after attacking with rapier)

**BONUS ACTION**

- **Scimitar** melee +5 to hit, 1D6+3

**CLASS FEATURE**

- **Fighting Style** Two-Weapon Fighting
- **Second Wind** regain 1D10+3 HP
- **Action Surge** extra action once between short rests
- **Combat Superiority** four 1D8 Superiority Dice per rest for Maneuvers
  - **Commander's Strike** ally uses your action to attack
  - **Precision Attack** add die to attack
  - **Evasive Footwork** add die to AC

**BACKGROUND FEATURE**

- **Bad Reputation**

**PROFICIENCIES**

- **Armor** light, medium, heavy, shields
- **Weapons** simple, martial
- **Tools** navigator's tools, vehicles (water)

**EQUIPMENT**

- **Carrying** Leather armor, rapier, scimitar, hand crossbow, 20 bolts, longbow, 20 arrows, smith's tools (hammer, tongs, etc.), belt pouch, set of common clothes, rope (hemp, 50'), belaying pin (club), lucky charm (iron nail on a silver chain)
- **Coins & Gems** 10 gold pieces (gp), 6 gems (each worth 10 gp)

## STRANDED PIRATE

Your entire life, all you've known is the open seas. You worked your way up from a lowly cabin boy to the captain of your own ship. Nothing made you happier than setting sail without a destination in mind.

When your second in command incited a mutiny and sailed away with your ship, you thought only of revenge.

This island might be your second chance, as it's a hotbed for pirates. Surely one of them has information about where to find the traitor.

### PERSONALITY TRAIT

You have an unending appetite and are either eating or looking for something to eat.

### IDEAL

Freedom. All you need is a ship and open water and the world is yours.

### BOND

You seek revenge against your quartermaster who mutinied and lost you your ship.

### FLAW

You have a terrible fear of heights but have never admitted this to anyone.

### NOTES