



# SOLDIER

*"We sleep safely at night because rough men stand ready to visit violence on those who would harm us."* Sir Winston Churchill.

At the backbone of every army are the soldiers standing shoulder to shoulder as they protect their nations. These are not the city guards patrolling the streets; these are the warriors that defend the borders from invading forces, that brave a rampaging dragon's wrath, and lay down their lives for their nation's honor.

With shield and spear, these warriors stand ready to wage war in the name of peace. A nation is protected by its army and defined by the quality of its soldiers. Whether guarding a border to maintain peace or marching to the call of war drums, a soldier stands ready to fight.

**Shield Tactics.** Soldiers are protectors at heart, trained to work together to defend each other. Many disorganized forces have broken themselves against a strong and coordinated shield wall.

**Fearless.** Soldiers inspire and lift each other to feats of bravery. With battle songs on their lips and a fire in their heart, they meet each challenge together as one.

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## SOLDIER

Medium humanoid (any race), any lawful alignment

**Armor Class** 14 (studded leather, shield)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

**Saving Throws** Con +4

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1 (200 XP)

**Brave.** The Soldier has advantage on saving throws against being frightened as long as they can see an ally.

**Unit Tactics.** The Soldier has advantage on an attack roll against a creature if at least one of the Soldier's allies is within 5 ft. of them and the ally isn't incapacitated.

**Shield Wall.** When the Soldier and an adjacent ally are each using a shield, they each gain a +2 bonus to AC.

### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if wielded with two hands.

**Handaxe.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.