

JILL THE GIANT SLAYER

HUMAN FIGHTER 2nd Level



19 STR	17 DEX	12 CON
+4	+3	+1
12 INT	10 WIS	13 CHA
+1	+0	+1
+2 Proficiency		+3 Initiative
+6 STR saving throw		+3 CON saving throw

ABILITIES

Giant Lore

Jill knows everything about giants and gains advantage on any ability check involving giants.

Longbow mastery

Jill gets +2 to hit with her long bow.

SKILLS

Athletics +6
History +3
Survival +2
Intimidation +3

FIGHTER ABILITIES

Action Surge

Once per day Jill can choose to take an extra action on her turn, attacking a second time with a weapon or doubling her movement.

Second Wind

Once per day, Jill can regain 1d10+2 hit points.

GREAT-SWORD

+6
to hit

1d10+4
to damage

LONGBOW

+7
to hit

1d8+3
to damage



16
Armor
Class



21
Hit
Points

EQUIPMENT

Old but sturdy greatsword, wooden long bow, quiver with 20 arrows, chain shirt armor, sturdy boots, warm cloak, bedroll, tinderbox, 3 flasks of oil, 10 torches, 50' rope, crowbar, spikes, hammer, wrench.

TREASURE

42 Gold

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Jill Greentop hails from the peaceful village of Tumbledowns nestled amidst the deep forests of the Northlands. From a tender age, she was fascinated by the tales of brave adventurers who ventured into the wilds to confront towering giants, protecting their kin from the looming threat. When her grandfather willed the family farm to her and her sister Haley, she tried the gentle life of farming. But her heart was never in it, and her sister Haley eventually took over the farm duties while Jill began training for her life as a giant slayer.

As she grew older, Jill dedicated herself to honing her skills. She sought out the wisdom of local hunters, learning the art of archery and stealth, for she knew that to face giants, she would need to be swift and cunning. With a trusty bow in hand, Jill keeps one eye on the road out of town looking for an opportunity to set forth on a perilous quest to gain the experience, allies, and knowledge she needs to be the heroic protector she has always dreamed of becoming.

Meanwhile, she works on her sister's farm, slinging hog slop.

Personality: "Howdy Pumpkin!"

Ideal: "Family first. But the open road and adventure is a close second."

Bond: "Great beans! Those are giant footprints!"

Flaw: "I don't care what the books say, all giants are evil!"

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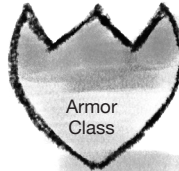


STR	DEX	CON
INT	WIS	CHA
Proficiency	Speed	
Saving throw	Saving throw	

ABILITIES

SKILLS

	to hit		to damage
	to hit		to damage



Armor
Class



Hit
Points

EQUIPMENT

TREASURE

Print at 50%, then cut around the character and fold in the middle for a flat miniature character to use in your game!

