

Fighter 15 Player Noble BACKGROUND CLASS & LEVEL PLAYER NAME Dragonborn Neutral good 0 EXPERIENCE POINTS



SKILLS



	PERSONALITY TRAITS
What do	es your character believe in?
	IDEALS
pay, and	what debts your character has to d other commitments or ongoing hey have.
quests ti	
quests ti	BONDS
	your characters interesting flaws.

0	1_	Deception (Cha)
0	+6	History (Int)
0	+0	Insight (Wis)
0	+4	Intimidation (Cha)
0	+1	Investigation (Int)
0	+0	Medicine (Wis)
0	+1	Nature (Int)
0	+0	Perception (Wis)
0	1	Performance (Cha)
0	+4	Persuasion (Cha)
0	+1	Religion (Int)
0	+2	Sleight of Hand (Dex)
0	+2	Stealth (Dex)
0	+0	Survival (Wis)

Greatsword	8	2d6+3/s
Longbow	7	1d8+2/p
Battleaxe	8	1d8+3/s
Armour: Chain I	Mail	
ATTACKS	& SPELLCAS	STING

Other Equipment Weight: 67.0 lb

Capacity: 255 lb

Features Action Surge Breath Weapon Combat Superiority (d10) Commander's Strike Damage Resistance Disarming Attack Distracting Strike Draconic Ancestry **Evasive Footwork** Extra Attack (3x) Fighting Style (Select One) Indomitable (2x/LR) Know Your Enemy Lunging Attack Parry Position of Privilege Rally Relentless Second Wind Student of War Sweeping Attack

PASSIVE WISDOM (PERCEPTION)	10	PASSIVE WISDOM (PERCEPTION)
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Languages: Elvish, Common, Draconic Weapons: All weapons.

Other:

WISDOM

+0

10

CHARISMA

Armor: All armor, shields.

OTHER PROFICIENCIES & LANGUAGES

4 EP 3

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FEATURES & TRAITS