

Fighter/Battle Master 3 Outlander Nick **CLASS & LEVEL** BACKGROUND PLAYER NAME Human Lawful Neutral RACE ALIGNMENT **EXPERIENCE POINTS**

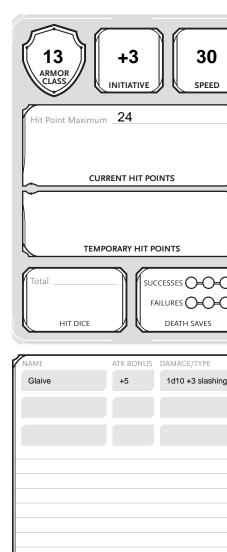




PROFICIENCY BONUS

- +5 Strength +3 Dexterity +4 Constitution 0 Intelligence +3 Wisdom O +1 Charisma SAVING THROWS
- +3 Acrobatics (Dex) +5 Animal Handling (Wis)
- 0 Arcana (Int) +5 Athletics (Str)
- +1 Deception (Cha)
- +3 Insight (Wis)
- +1 Intimidation (Cha)
- +3 Medicine (Wis)
- 0 Nature (Int)
- +1 Performance (Cha)
- O +1 Persuasion (Cha)
- O 0 Religion (Int)
- O +3 Sleight of Hand (Dex)
- O +3 Stealth (Dex)

+5 Survival (Wis)



I'll do whatever it takes to get what I want. I don't take shit from anybody and tend to err on the side of violence.

PERSONALITY TRAITS

Nature is more important than civilized ideals. Honor and strength rule all

IDEALS

I am the last of my tribe, and must preserve their legacy and ancestry. I am going to bring the pain on those who killed my family. BONDS

My drive for vengeance will cause me to go against my own ideals. I am willing to endanger myself for the people I truly care about. FLAWS

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Fighting Style: Great Weapon Fighting. When yo 2 on a damage die for an attack you make with a melee When you roll a weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must nish a short or long rest before you can use it again.

Action Surge. You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must nish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Combat Superiority. See the Players Handbook for details.

Student of War. See the Players Handbook for details.

SKILLS PASSIVE WISDOM (PERCEPTION)



