

Fen Freefield



16 (+3)	14 (+2)	16 (+3)	11 (+0)	10 (+0)	9 (-1)
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA

CLASS/LEVEL
Scofflaw Fighter 5

BACKGROUND
Bandit Defector

RACE
Jerbeen

ALIGNMENT
Chaotic Good

SIZE
Small

SAVING THROWS

Strength	+6
Dexterity	+2
Constitution	+6
Intelligence	+0
Wisdom	+0
Charisma	-1

18 (Breastplate, Shield)

ARMOR CLASS

+2

INITIATIVE

47

HIT POINTS

30 ft.

SPEED

10

PASSIVE PERCEPTION

+3

PROFICIENCY BONUS

SKILLS

Acrobatics (Dex)	+2
Animal Handling (Wis)	+0
Arcana (Int)	+0
Athletics (Str)	+6
Deception (Cha)	+2/+6 in combat
History (Int)	+0
Insight (Wis)	+0
Intimidation (Cha)	+2/+6 in combat
Investigation (Int)	+0
Medicine (Wis)	+0
Nature (Int)	+0
Perception (Wis)	+0
Performance (Cha)	-1/+3 in combat
Persuasion (Cha)	-1/+3 in combat
Religion (Int)	+0
Sleight of Hand (Dex)	+2
Stealth (Dex)	+5
Survival (Wis)	+3

OTHER PROFICIENCIES & LANGUAGES

- _dice Set
- _disguise Kit
- _birdfolk, Jerbeen

ATTACKS & SPELLCASTING

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Wine Bottle. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

FEATURES AND TRAITS

Standing Leap. Your base long jump is 30 feet and your base high jump is 15 feet, with or without a running start.

Nimbleness. You can move through the space of any creature that is of a size larger than you.

Take Heart. You have advantage on Strength saving throws and saving throws against being frightened as long as you are within 5 feet of an ally you can both see and hear, and who isn't frightened or incapacitated.

Team Tactics. You can use the Help action as a bonus action.

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attacker's attack roll. You must be wielding a shield to use this Fighting Style.

Second Wind (1/Short or Long Rest). On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Action Surge (1/Short or Long Rest). On your turn, you can take one additional action.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Intimidating Banter. So long as you are in combat, you may choose to use Strength or Dexterity to make Charisma ability checks.

Brutal Brawler. You have proficiency in improvised weapons, and treat all improvised weapons as if they had the Finesse quality. When you hit with an improvised weapon, you may spend a bonus action to destroy the weapon, dealing the maximum damage that weapon could deal.

EQUIPMENT

10 GP, Shield, Breastplate, Longsword, Commoner's Clothes, Disguise Kit, Dice Set, Bottle of Elderberry Wine, Dagger, Mess Kit, Cooking Pot, Winter Blanket, Whetstone, Waterskin, 2 days Trail Rations, Bullseye Lantern, and 3 Pints of Oil

CHARACTER ROLE

Fen Freefield [she/her] is a heavily armored scoundrel fighter who can deal consistent damage as she protects herself and her allies. In a pinch, she can turn her equipment or objects from her surroundings into deadly improvised weapons.

CHARACTER BACKSTORY

Fen was once a member of the Bandit Coalition, a criminal organization seen as freedom fighters by the poor folk of the Wood. Born into poverty in the Roots of the Great Tree City of Alderheart, Fen was an idealist who joined to fight against the oppressive Perch Guard. Though, as she gained rank, Fen

came to see the Coalition's darker side. After refusing an order to rob a family of impoverished farmers, Fen cut ties with the organization and fled. Now she lives by a simple moral code to do what she believes is right, defying both Alderheart and the Coalition to forge her own path.

FEATURE: BANDIT ROUTES

As someone who once assisted in countless highway robberies, you are familiar with the roads of the Wood and escape paths used by bandits. When you are not in combat, you and any companions you guide can travel between locations by cutting through forested areas twice as fast as your speed would normally allow.

Personality Traits: I'm plucky and confident in my abilities, at least that's what I want others to think. You mess with my friends, you mess with me.

Ideals: *Repentance.* I've done terrible things in the past and I want to try and make up for them.

Bonds: I want to be a hero that others can look up to.

Flaws: It's hard for me to trust people, I've been burned before.

