

Fighter (1) CLASS & LEVEL

Human/Calishite

Retired guard BACKGROUND

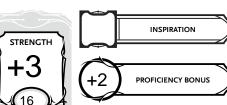
PLAYER NAME

Lawful Neutral ALIGNMENT

EXPERIENCE POINTS

PERSONALITY TRAITS





DEXTERITY

12

CONSTITUTION

16

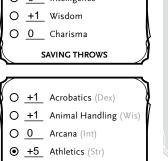
INTELLIGENCE

10

12

Elvish



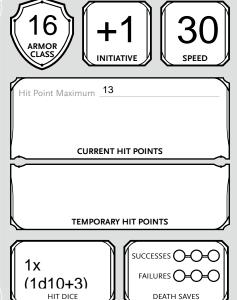


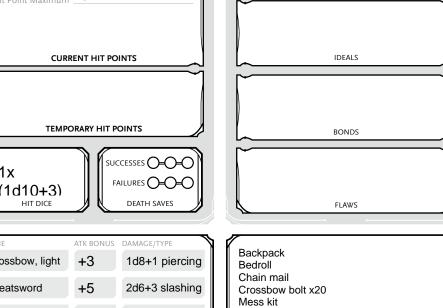
O 0 Deception (Cha)

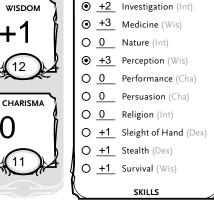
O 0 History (Int)

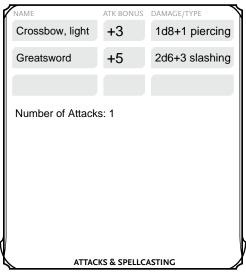
O +1 Insight (Wis)

O 0 Intimidation (Cha)

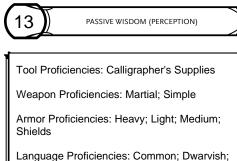




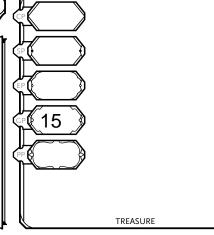


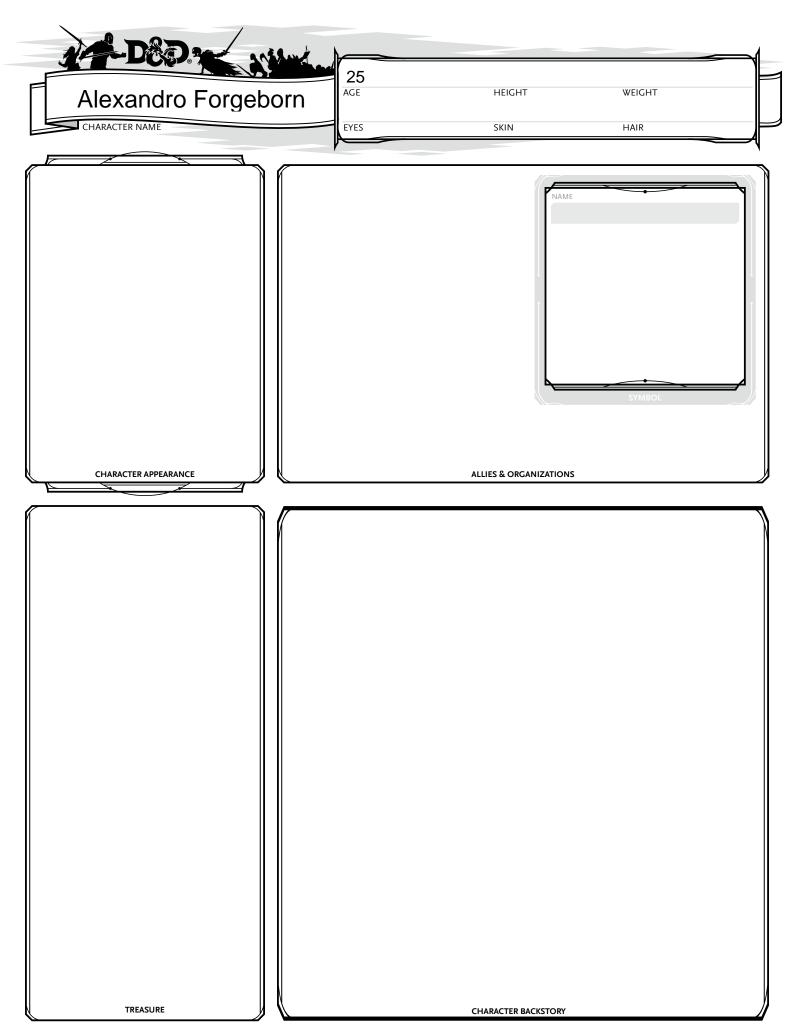






OTHER PROFICIENCIES & LANGUAGES





	FEATURES & TRAITS
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IJ	Bonus Actions
I	Second Wind. Regain 1d10 +1 HPs (use once/rest).
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I	Other Traits
П	Great Weapon Fighting Style. When you roll a 1 or 2 on a damage die for an attack you make with a melee 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
П	benefit.
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