







=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor,
Shields
=== WEAPONS ===
Martial Weapons, Simple Weapons
=== TOOLS ===
Clarinet, Disguise Kit, Poisoner's Kit
=== LANGUAGES ===
Common, Infernal

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===

Poisoner: Apply Poison

You can coat a weapon or piece of ammunition in poison.

Second Wind • 3 / Long Rest

You can draw upon a limited well of physical and mental stamina and regain 1d10+4 HP.

You can use this 3 times per Long Rest, and can regain one expended use when you finish a Short Rest.

=== SPECIAL ===

Action Surge • 1 / Short Rest

On your turn you can take one additional action, except the Magic action.

You can use this feature 1 time(s) until you finish a Short or Long Rest.

Arcane Shot • 2 / Short Rest

Twice per short rest and once per turn when you fire an arrow from a shortbow or longbow as part of the Attack action, you can apply one Arcane Shot

ACTIONS

10	PASSIVE PERCEPTION				
10	PASSIVE INSIGHT				
11	PASSIVE INVESTIGATION				
Darkvision 60 ft.					
SENSES					

NAME	HIT	DAMAGE/TYPE	NOTES				
Longbow	+7	1d8+3 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Slow, Range (150/600)				
Rapier	+5	1d8+3 Piercing	Martial, Finesse, Vex				
Scimitar	+5	1d6+3 Slashing	Martial, Finesse, Light, Nick				
Shortsword	+5	1d6+3 Piercing	Martial, Finesse, Light, Vex				
Unarmed Strike	+3	2 Bludgeoning					
WEAPON ATTACKS & CANTRIPS							

=== FIGHTER FEATURES ===

- * Core Fighter Traits PHB-2024 91
- * Fighting Style PHB-2024 91 You gain a Fighting Style feat of your choice, and whenever you gain a Fighter level, you can replace the feat you chose with a different Fighting Style feat.
- * Second Wind PHB-2024 91

As a Bonus Action, you can draw upon a limited well of physical and mental stamina and regain 1d10+4 HP.

You can use this 3 times per Long Rest, and can regain one expended use when you finish a Short Rest

- | 3 / Long Rest 1 Bonus Action
- * Weapon Mastery PHB-2024 91
- * Action Surge PHB-2024 91 On your turn you can take one additional action, except the Magic action.

You can use this feature 1 time(s) until you finish a Short or Long Rest.

- | 1 / Short Rest Special
- * Tactical Mind PHB-2024 91

When you fail an ability check, you can expend a use of Second Wind, and instead of regaining HP, you roll 1d10 and add the result to the ability check. If the check still fails, this use of Second Wind isn't expended.

| Special

* Fighter Subclass • PHB-2024 92

| Arcane Archer (XGtE)

- * Arcane Archer Lore XGtE
- You gain proficiency in an additional skill and learn an additional cantrip.
- * Arcane Shot XGtE

Twice per short rest and once per turn when you fire an arrow from a shortbow or longbow as part of the Attack action, you can apply one Arcane Shot option of your choice to that arrow. You decide to use the option when the arrow hits a creature, unless the option doesn't involve an attack roll.

- | 2 / Short Rest Special
- * Arcane Shot Options XGtE
- | Grasping Arrow •

A creature hit by the arrow takes an extra 2d6 poison damage, its speed is reduced by 10 ft., and it takes 2d6 slashing damage the first time on each turn it moves 1 ft. or more. The brambles last for 1 minute, until you use this option again, or until any creature uses an action to remove them with an Athletics check (DC 11).

| Special

| Seeking Arrow •

You can choose one creature you have seen in the past minute and fire an arrow that flies toward that creature, moving around corners and ignoring three-quarters cover and half cover. If the target is in range and a path is available, it must make a DEX saving throw (DC 11) or take damage from the arrow plus 1d6 force damage and you learn the target's location (half damage and location is unrevealed on success).

| Special

- * 4: Weapon Mastery PHB-2024 91
- * Ability Score Improvement PHB-2024 92
- === VARIANT FERAL TIEFLING SPECIES TRAITS
- * Ability Score Increase BR Choose an ability score to increase by 2 and another ability score to increase by 1.
- * Darkvision SCAG You can see in darkness (shades of gray) up to 60 ft.
- * Hellish Resistance SCAG You have resistance to fire damage.
- * Variant Tiefling SCAG
- | Winged SCAG

You have a flying speed of 30 feet while you aren't wearing heavy armor.

=== FEATS ===

- * Archery PHB-2024 209
- You gain a +2 bonus to attack rolls with Ranged weapons.
- * Poisoner TCoE 80

You ignore resistance to poison damage, can apply poison to a weapon or piece of ammunition as a bonus action, gain proficiency with poisoner's kit and can create a special poison.

| Poisoner: Apply Poison: 1 Bonus Action

| Poisoner: Potent Poison: 1 Action

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP (0	Studded Leather	1	13 lb.	Crowbar	1	5 lb.
		Rapier	1	2 lb.			
(SP(0	Scimitar	1	3 lb.			
		Shortsword	1	2 lb.			
	0	Longbow	1	2 lb.			
پلار		Backpack	1	5 lb.			
	11	Quiver	1	1 lb.			
بالر		Arrows	20	1 lb.			
CERK	0	Oil	2	2 lb.			
	WEIGHT CARRIED	Rations	10	20 lb.			
	79 lb.	Rope	1	5 lb.			
	ENCUMBERED	Tinderbox	1	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	195 lb.	Torch	10	10 lb.			
	PUSH/DRAG/LIFT	Waterskin	1	5 lb.			
	390 lb.	Caltrops	20	2 lb.			
	EQUIPMENT						

| Poisoner: Create Poison: 2 / Other • Special

* Weapon Mastery • PHB-2024 91

| Longbow (Slow) •

Slow. If you hit a creature with a Longbow and deal damage to the creature, you can reduce its Speed by 10 ft. until the start of your next turn. If the creature is hit more than once with this property, the Speed reduction doesn't exceed 10 ft.

| Rapier (Vex) •

Vex. If you hit a creature with a Rapier and deal damage to it, you have Advantage on your next attack roll against that creature before the end of your next turn

| Scimitar (Nick) •

Nick. When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. This extra attack can only be made once per turn.

| Slow (Longbow): 1 Action

| Vex (Rapier): 1 Action

| Nick (Scimitar): 1 Action

* 4: Weapon Mastery • PHB-2024 91

| Lance (Topple) •

Topple. If you hit a creature with a Lance, you can force it to make a Con. saving throw (DC 8 + 2 + the ability modifier used to make the attack). On a failed save, the creature has the Prone condition.

| Topple (Lance): 1 Action

ADDITIONAL FEATURES & TRAITS

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