

CHARISMA
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- ☒ +6 Acrobatics DEX
- ☒ +3 Animal Handling WIS
- ☐ +1 Arcana INT
- ☒ +7 Athletics STR
- ☐ -1 Deception CHA
- ☐ +1 History INT
- ☐ +0 Insight WIS
- ☒ +2 Intimidation CHA
- ☐ +1 Investigation INT
- ☐ +0 Medicine WIS
- ☒ +4 Nature INT
- ☒ +3 Perception WIS
- ☐ -1 Performance CHA
- ☐ -1 Persuasion CHA
- ☐ +1 Religion INT
- ☐ +3 Sleight of Hand DEX
- ☒ +6 Stealth DEX
- ☐ +0 Survival WIS

=== ACTIONS ===		== REACTIONS==	
Standard Actions: Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object		Stone Rune	O / Short Rest
		=== SPECIALS ===	
Extra Attack: Attack twice when you take the Attack action on your turn.		Action Surge	O / Short Rest
		Fire Rune	O / Short Rest (2d6 fire damage & STR saving throw (DC:12) for restrained)
=== BONUS ACTIONS ===		Feline Agility	O / Special (Once used, you can't use this trait again until you move 0 ft. on one of your turns.)
Giant's Might	O O O / Long Rest (deal an extra 1d6 damage)	Grapple: At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.	
Rage	O O / Long Rest		
Second Wind	O / Short Rest 1d10 + 5		
Chicken Wings	O / Long Rest		

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons


=== TOOLS ===
Forgery Kit, Smith's Tools, Tinker's Tools

=== LANGUAGES ===
Abyssal, Common, Giant

PROFICIENCIES & LANGUAGES

NAME	HIT	DAMAGE/TYPE	NOTES
Plumbata	+7	1d6+4 Piercing	Range (30/120)
Unarmed Strike	+8	6 Bludgeoning	
Cat's Claws	+8	1d6+5 Slashing	
Unarmed Fighting	+8	1d8+5 Bludgeoning	
Unarmed Fighting (armed)	+8	1d6+5 Bludgeoning	

WEAPON ATTACKS & CANTRIPS



Eleonoir Bagheera

CHARACTER NAME

Fighter 5 / Barbarian 1		CuteChii
CLASS & LEVEL		PLAYER NAME
Tabaxi	Custom Background	(Milestone)
RACE	BACKGROUND	EXPERIENCE POINTS

=== FIGHTER FEATURES ===

| Unarmed Fighting • TCoE 42
 Your unarmed strikes can deal bludgeoning damage equal to 1d6+3 on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8. At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

Unarmed Strike
 You make a melee attack that involves using your body to deal one of the following effects:

- Grapple: The target must succeed on a DC 14 Str./Dex. (it chooses which) saving throw or it has the Grappled condition.
- Shove: The target must succeed on a DC 14 Str./Dex. (it chooses which) saving throw or you can either push it 5 ft. away or cause it to have the Prone condition.

* Second Wind • PHB 72
 Once per short rest, you can use a bonus action to regain 1d10 + 5 HP.

| 1 / Short Rest • 1 Bonus Action

* Action Surge • PHB 72
 You can take one additional action on your turn. This can be used 1 times per short rest.

| 1 / Short Rest • Special

| Rune Knight
 | Fire Rune • TCoE
 While wearing or carrying an object inscribed with this rune, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool. In addition, when you hit a creature with an attack using a weapon, you can invoke the rune to summon fiery shackles: the target takes an extra 2d6 fire damage, and it must succeed on a STR saving throw (DC:12) or be restrained for 1 minute. While restrained by the shackles, the target takes 2d6 fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, banishing the shackles on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.

| 1 / Short Rest • 1 Bonus Action

| Stone Rune • TCoE

You have advantage on WIS (Insight) checks, and you have darkvision of 120 ft. When a creature you can see ends its turn within 30 ft. of you, you can use your reaction to force the creature to make a WIS saving throw (DC:12). Unless the save succeeds, the creature is charmed by you for 1 minute. While charmed in this way, the creature has a speed of 0 and is incapacitated, descending into a dreamy stupor. The creature repeats the saving throw at the end of each of its turns, ending the effect on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.

| 1 / Short Rest • 1 Reaction

* Giant's Might • TCoE 45
 As a bonus action, you magically gain the following benefits, which last for 1 minute:
 - If you are smaller than Large, you become Large, along with anything you are wearing. If you lack the room to become Large, your size doesn't change.
 - You have advantage on Strength checks and Strength saving throws.
 - Once on each of your turns, one of your attacks with a weapon or an unarmed strike can deal an extra 1d6 damage to a target on a hit.
 You can use this feature 3 times, and you regain all expended uses of it when you finish a long rest.

| 3 / Long Rest • 1 Bonus Action

=== BARBARIAN FEATURES ===

- * Rage • PHB 48
- As a bonus action enter a rage for up to 1 minute (10 rounds).
- Damage Resistance: You have resistance to bludgeoning, piercing, and slashing damage.
 - Rage Damage: When you make an attack with a weapon using Strength or an unarmed strike and deal damage to the target, you gain a bonus to the damage that increases as you gain levels as a Barbarian, as shown in the Rage Damage column of the Barbarian table.
 - Strength Advantage: You have advantage on Strength checks and Strength saving throws.
 - No Concentration or Spells: You can't maintain concentration, and you can't cast spells.

The rage lasts until the end of your next turn, and it ends early if you don heavy armor or have the incapacitated condition. If your rage is still active on your next turn, you can extend the rage for another round by doing one or more of the following:

- Make an attack roll against an enemy.
- Force an enemy to make a saving throw.
- Take a bonus action to extend your rage.

Each time the rage is extended, it lasts until the end of your next turn. You can maintain a rage for up to 10 minutes.

| 2 / Long Rest • 1 Bonus Action

* Reckless Attack • PHB 48
 When you make your first attack on your turn, you can decide to attack recklessly, giving you advantage on melee weapon attack rolls using STR during this turn, but attack rolls against you have advantage until your next turn.

* Danger Sense • PHB 48
 You have advantage on DEX saving throws against effects that you can see while not blinded, deafened, or incapacitated.

=== TABAXI RACIAL TRAITS ===

* Speed • MotM 33
 Your walking speed is 30 ft., and you have a climbing speed equal to your walking speed.

* Cat's Claws • MotM 33
 You can use your claws to make unarmed strikes. When you hit with them, you deal 1d6 +3 slashing damage.

| 1 Action

* Feline Agility • MotM 33
 When you move on your turn in combat, you can double your speed until the end of the turn. Once used, you can't use this trait again until you move 0 ft. on one of your turns.

| 1 / Other • Special

=== FEATS ===

Alert PHB, pg. 165
 You gain a +5 bonus to initiative, you can't be surprised while you are conscious, and other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.