



_-/ Performance

Persuasion

Javelins,

Sickles,

Maces,

Slings,

♦ Light ♦ Medium ♦ Heavy ♦ Shields

900,00,000	• •		versuence (rub)
Handaxe	+7	ld6 s	thrown, light
Light Crossbow	+7	ld8 p	
Magic Weapon	-3	divers	any Weapon can be the Magic Weapon
Unarmed Strike	+7	6 b	
CLASS FEATURES			
	Action	Bonus Action	Reaction Limited Uses
• Class Feature	11		· Class Feature XI
this and that			this and that
▲ Class Feature	m		Class Feature XII
this and that	***		this and that
• Class Feature	N		▲ Class Feature XIII
this and that	14		
	V		this and that
■ Class Feature	V		◆ Class Feature XIV
this and that			this and that
 Class Feature 	VI		■ Class Feature XV
this and that			this and that
Class Feature	VII		
this and that			
▲ Class Feature	VIII		
this and that			
• Class Feature	XI		
this and that	•••		
criis and chal			

SPECIES TRAITS

• Species Feature I this and that

■ Class Feature X

• Feat I
this and that

Alchemist's Supplies, Carpenter's Tools, Mason's Tools, Smith's Tools, Thieves' Tools, Tinker's Tools, Bagpipes

EQUIPMENT TRAINING & PROFICIENCIES

Daggers, Darts,

Quarterstaffs, Scimitars,

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ARMOR

TRAINING WEAPONS Clubs,

Spears

TOOLS