

150/600

ATTACKS & SPELLCASTING

+9 vs AC

Longbow

Rapier

Finesse

Ammunition, Heavy, Two-Handed

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Fighting Style.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Second Wind (Bonus Action—1/Short Rest). You regain 1d10+1 hp.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

Weapon Proficiencies. Longsword, Shortsword, Shortbow, Longbow, Simple Weapons, Martial Weapons

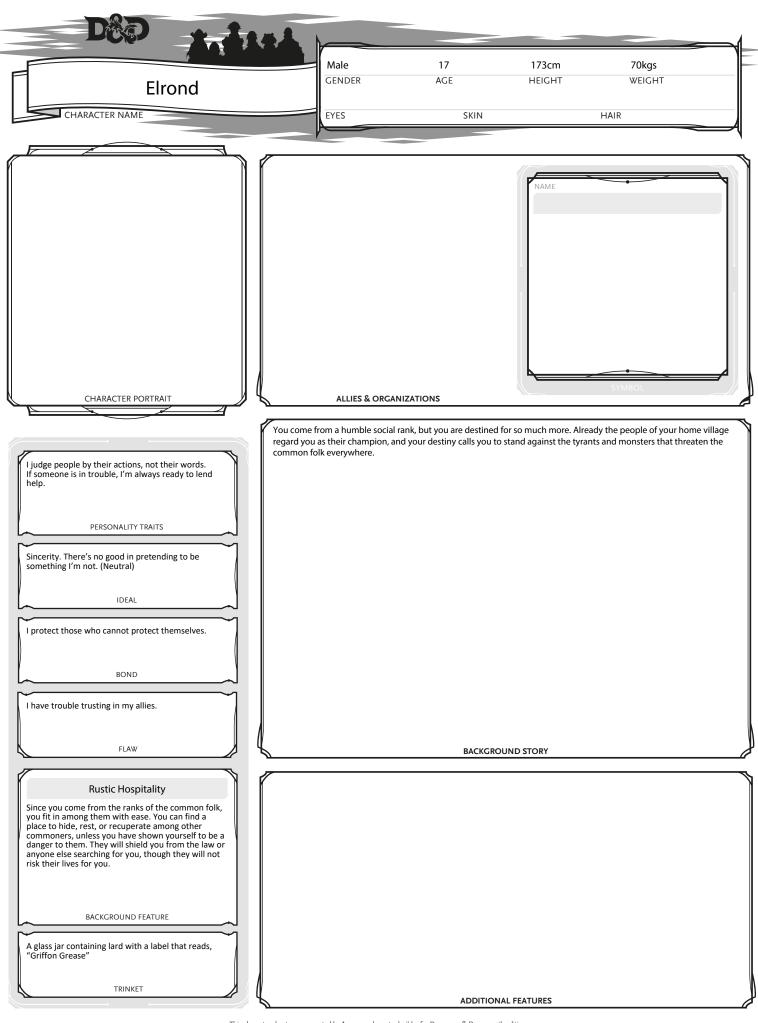
Tool Proficiencies. Vehicles land, Carpenter's tools

Languages. Common, Elvish

PROFICIENCIES & LANGUAGES

1d8+5 piercing

1d8+5 piercing



ADVENTURING GEAR		_lb_	MAGIC ITEMS # Ib	//
[Longbow]		2		
Rapier		2		
[Scale Mail]		45		
Explorer's Pack	1	10		
			ATTUNED MAGIC ITEMS 0 / 3	
			VALUABLES — GEMS, ART OBJECTS, TRADE GOODS# lb	
			COPPER SILVER ELECTRUM GOLD PLATINUM	
			0 0 0 0 0	
			ENCUMBRANCE — LIFTING AND CARRYING	
			WEIGHT CARRIED CARRY CAPACITY PUSH, DRAG, LIFT	
			59 lb / 165 lb 330 lb	
INVENTORY — ADVENTURI	NG GE	AR, A	RMS, ARMOR, AND OTHER EQUIPMENT	
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			TREASURE	INIVENTORY ITEM DESCRIPTIONS S NOTES
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#1			#2	
STORED ITEM	#	lb.	STORED ITEM # lb.	
	_			II .
				III

Longbow	Rapier	Scale Mail
= Weapons <	► Weapons <	Armor
		This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.
2 lb. Player's Handbook	2 lb. Player's Handbook	45 lb. Player's Handbook
Explorer's Pack		
Equipment Packs		
Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.		

10 lbs.

Player's Handbook