

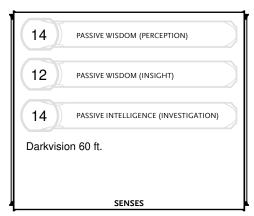
=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge,
Help, Hide, Ready, Search, Use an Object,
Opportunity Attack, Grapple, Shove, Improvise,
Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===
Second Wind • 1 / Short Rest
Once per short rest, you can use a bonus action to
regain 1d10 + 3 HP.

=== SPECIAL ===
Action Surge • 1 / Short Rest

You can take one additional action on your turn.
This can be used 1 times per short rest.

ACTIONS



NAME	HIT	DAMAGE/TYPE	NOTES					
Rapier	+7	1d8+5 Piercing	Martial, Finesse					
Scimitar	+7	1d6+5 Slashing	Martial, Finesse, Light					
Unarmed Strike	+2	1 Bludgeoning						
WEAPON ATTACKS & CANTRIPS								



Fighter 3 ShaxikasDalarhi CLASS & LEVEL PLAYER NAME

Eladrin (Variant) Custom Background (Milestone)

BACKGROUND EXPERIENCE POINTS RACE

=== FIGHTER FEATURES ===

* Hit Points • PHB 71

* Proficiencies • PHB 71

* Fighting Style • PHB 72 You adopt a fighting style specialty.

| Two-Weapon Fighting • PHB

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Second Wind • PHB 72

Once per short rest, you can use a bonus action to regain 1d10 + 3 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

* Martial Archetype • PHB 72

| Champion

* Improved Critical • PHB

Your weapon attacks score a critical hit on a roll of 19

=== ELADRIN (VARIANT) RACIAL TRAITS ===

* Darkvision • BR 23

You can see in darkness (shades of gray) up to 60 ft.

Keen Senses • BR 23

You have proficiency in the Perception skill.

* Fey Ancestry • BR 23

You have advantage on saves against being charmed, and magic can't put you to sleep.

* Trance • BR 23

You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

* Elf Weapon Training • DMG You have proficiency with the longsword, shortsword, shortbow, and longbow.

* Fey Step • DMG

Once per short rest, you can cast the misty step spell.

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
	0	Leather	1	10 lb.	Tinderbox	1	1 lb.	
		Handaxe	1	2 lb.	Torch	10	10 lb.	
∑ P((0	Handaxe	1	2 lb.	Waterskin	1	5 lb.	
		Rapier	1	2 lb.				
FP((0	Scimitar	1	3 lb.				
		Longbow	1	2 lb.				
GP (X)	0	Arrows	20	1 lb.				
حرال		Book	1	5 lb.				
PP (X)	0	Ink (1 ounce bottle)	1					
	WEIGHT CARRIED	Ink Pen	1					
	86 lb.	Backpack	1	5 lb.				
	ENCUMBERED	Bedroll	1	7 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT	
	150 lb.	Mess Kit	1	1 lb.				
	PUSH/DRAG/LIFT	Rations (1 day)	10	20 lb.				
	300 lb.	Rope, Hempen (50 feet)	1	10 lb.				
EQUIPMENT								



