

== 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.

=== REACTIONS ===

Fighting Style: Protection
While wielding a shield and a creature you can see

use your reaction to impose disadvantage on the attack roll.

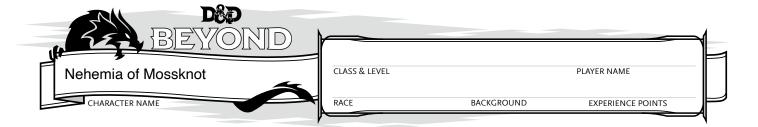
=== SPECIAL ===

Action Surge • 1 / Short Rest
You can take one additional action on your turn.
This can be used 1 times per short rest.

10 PASSIVE WISDOM (PERCEPTION) 10 PASSIVE WISDOM (INSIGHT) 12 PASSIVE INTELLIGENCE (INVESTIGATION) Darkvision 120 ft. SENSES

DAMAGE/TYPE Rapier 1d8+3 Piercing Martial, Finesse **Unarmed Strike** 0 Bludgeoning WEAPON ATTACKS & CANTRIPS

ACTIONS



=== FIGHTER FEATURES ===

* Hit Points • PHB 71

* Proficiencies • PHB 71

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

I Protection • PHB

While wielding a shield and a creature you can see attacks a target other than you within 5 ft., you can use your reaction to impose disadvantage on the attack roll.

I Fighting Style: Protection: 1 Reaction

* Second Wind • PHB 72

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

I 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.

I 1 / Short Rest • Special

* Martial Archetype • PHB 72

=== DEEP GNOME RACIAL TRAITS ===

* Gnome Cunning • BR 37 You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

* Superior Darkvision • EE Your darkvision has a radius of 120 feet.

* Stone Camouflage • EE You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

FEATURES & TRAITS

| | | NAME | QTY | WEIGHT | NAME | QTY | WEIGHT |
|------------|----------------|-----------------|-----|---------|------------------------|-----|--------|
| | 0 | Shield | 1 | 6 lb. | Rope, Hempen (50 feet) | 1 | 10 lb. |
| | | Leather | 1 | 10 lb. | Tinderbox | 1 | 1 lb. |
| (SP() | 0 | Dagger | 1 | 1 lb. | Torch | 10 | 10 lb. |
| | | Crossbow, light | 1 | 5 lb. | Waterskin | 1 | 5 lb. |
| (((| 0 | Rapier | 1 | 2 lb. | | | |
| | | Longbow | 1 | 2 lb. | | | |
| | 10 | Arrows | 20 | 1 lb. | | | |
| | | Crossbow Bolts | 20 | 1.5 lb. | | | |
| (A) | 0 | Backpack | 1 | 5 lb. | | | |
| | WEIGHT CARRIED | Clothes, Common | 1 | 3 lb. | | | |
| | 93 lb. | Dice Set | 1 | | | | |
| - 11 | ENCUMBERED | Crowbar | 1 | 5 lb. | ATTUNED MAGIC ITEMS | QTY | WEIGHT |
| | 120 lb. | Hammer | 1 | 3 lb. | | | |
| | PUSH/DRAG/LIFT | Piton | 10 | 2.5 lb. | | | |
| | 240 lb. | Rations (1 day) | 10 | 20 lb. | | | |
| | EQUIPMENT | | | | | | |
| EQUIPMENT | | | | | | | |