

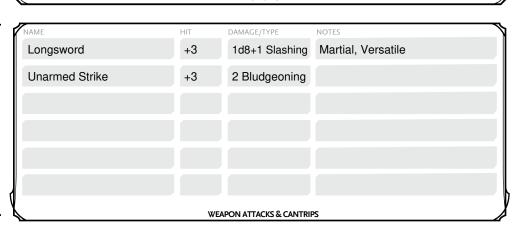
=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge,
Help, Hide, Ready, Search, Use an Object,
Opportunity Attack, Grapple, Shove, Improvise,
Two-Weapon Fighting, Interact with an Object

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

ACTIONS

14	PASSIVE WISDOM (PERCEPTION)
12	PASSIVE WISDOM (INSIGHT)
12	PASSIVE INTELLIGENCE (INVESTIGATION)
	SENSES

SKILLS





Fighter 1 OrigamiGoblin
CLASS & LEVEL PLAYER NAME

 Variant Human
 Mercenary Veteran
 (Milestone)

 RACE
 BACKGROUND
 EXPERIENCE POINTS

=== FIGHTER FEATURES ===

- * Hit Points PHB 71
- * Proficiencies PHB 71
- * Fighting Style PHB 72 You adopt a fighting style specialty.
- | Great Weapon Fighting PHB You can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.
- * Second Wind PHB 72 Once per short rest, you can use a bonus action to regain 1d10 + 1 HP.
- | 1 / Short Rest 1 Bonus Action

=== VARIANT HUMAN RACIAL TRAITS ===

- * Languages PHB 31 You can speak, read, and write Common and one extra language.
- * Ability Score Increase PHB 31
 Two different ability scores of your choice increase by
 1.
- * Skills PHB 31 You gain proficiency in one skill of your choice.
- * Feat PHB 31 You gain one feat of your choice.

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
	0	Chain Shirt	1	20 lb.	Torch	10	10 lb.	
		Longsword	1	3 lb.	Waterskin	1	5 lb.	
Ş₽ ({	0	Backpack	1	5 lb.	Riding Horse	1		
		Bedroll	1	7 lb.	Saddle, Riding	1	25 lb.	
	0	Chalk (1 piece)	5					
		Clothes, Traveler's	1	4 lb.				
GP (X)	55	Hammer	1	3 lb.				
		Mess Kit	1	1 lb.				
PPR	0	Oil (flask)	3	3 lb.				
	WEIGHT CARRIED	Piton	2	0.5 lb.				
	123.5 lb.	Pouch	1	1 lb.				
	ENCUMBERED	Rations (1 day)	10	20 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT	
	195 lb.	Rope, Hempen (50 feet)	1	10 lb.				
F	PUSH/DRAG/LIFT	Spikes, Iron (10)	10	5 lb.				
	390 lb.	Tinderbox	1	1 lb.				
EQUIPMENT								

