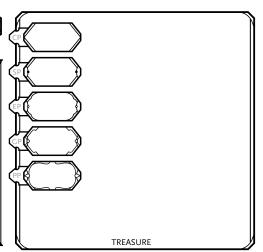
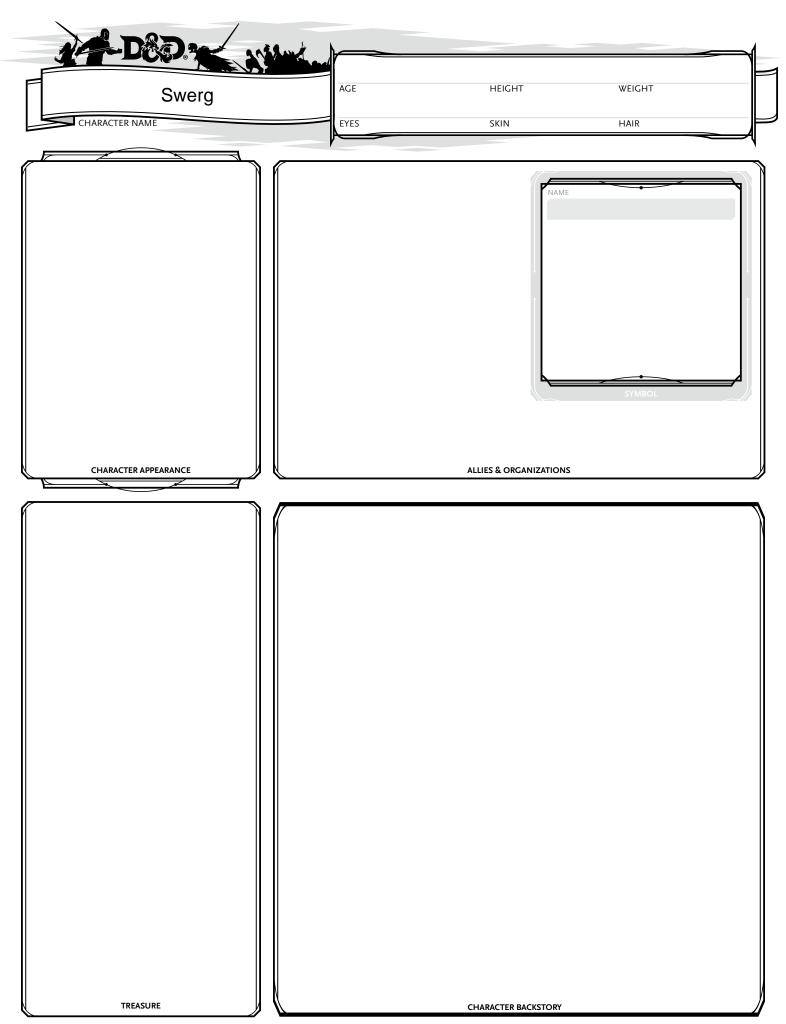


Backpack
Cartographer's Tools
Chain mail
Crossbow bolt x20
Crowbar
Hammer
Piton x10
Rations (1 day) x10
Rope, hempen
Shield
Smith's Tools
Tinderbox
Torch x10
Waterskin



OTHER PROFICIENCIES & LANGUAGES





FEATURES & TRAITS
Darkvision: 60 ft.
Bonus Actions Second Wind. Regain 1d10 +6 HPs (use once/rest).
Actions Action Surge. Take an extra action (use once/rest).
Reactions Protection Fighting Style. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
Other Traits Fury of the small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.
Nimble Escape You can take the Disengage or Hide action as a bonus action on each of your turns.