Kinéte

Fighter 1 · Aasimar · Wayfarer · Chessenta

HP	AC	Init.	Prof.
12	15	+3	+2

ABILITY CHECKS & SAVES

ABILITY	SCORE	CHECK	SAVE
Strength	13	+1	+3 •
Dexterity	16	+3	+3
Constitution	14	+2	+4 •
Intelligence	7	-2	-2
Wisdom	12	+1	+1
Charisma	16	+3	+3

• Proficient save

SKILLS

• Proficient

+5	**Acrobatics**	•
+1	Animal Handling	
-2	Arcana	
+1	Athletics	
+3	Deception	
-2	History	
+3	**Insight**	•
+3	Intimidation	
-2	Investigation	
+1	Medicine	
-2	Nature	
+1	Perception	
+3	Performance	
+5	**Persuasion**	•
-2	Religion	
+3	Sleight of Hand	
+5	**Stealth**	•
+1	Survival	

11	13 •	8
Pass. Perception	Pass. Insight	Pass. Investigation

ACTIONS

WEAPON ATTACK / RANGE	TO HIT	DAMAGE
Dagger 5 ft / thrown 20-60 ft	+5	1d4+3 piercing
Longbow 150-600 ft · Slow	+5	1d8+3 piercing
Scimitar 5 ft · Nick	+5	1d6+3 slashing
Shortsword 5 ft · Vex	+5	1d6+3 piercing
Unarmed Strike 5 ft	+3	2 bludgeoning
Light Weapon Extra Attack Scimitar or Shortsword	+5	1d6+3 damage

AASIMAR MAGIC / RANGE	EFFECT	USES
Healing Hands Touch · Magic Action	Restore 2d4 HP 1/Long Rest	☐
Light Touch · Magic Action	1 hour	-

BONUS ACTION

FIGHTER FEATURE	EFFECT	USES
Second Wind	Regain 1d10+1 HP	☐ ☐

Short Rest: regain one use. Long Rest: regain all.

REACTION

Opportunity Attack

WEAPON MASTERY

Fighter

Slow · Longbow. Damaging hit: target's Speed -10 ft until your next turn starts. Multiple Slow hits do not increase this reduction.

Nick · Scimitar. Make the extra Light attack as part of the Attack action instead of a Bonus Action; once per turn.

Vex · Shortsword. Damaging hit: Advantage on your next attack against that creature before your next turn ends.

EQUIPMENT

Studded Leather	1	13 lb
Dagger	1	1 lb
Scimitar	1	3 lb
Shortsword	1	2 lb
Longbow	1	2 lb
Quiver	1	1 lb
Waterskin	1	5 lb

Coins:	22 GP
Carried:	103 lb
Capacity:	195 lb
Push / drag / lift:	390 lb

INVENTORY

UPPER PACK

Waterskin	2	10 lb
Traveler's Clothes	1	4 lb
Rope	1	5 lb
Bell	1	-
Tinderbox	1	1 lb
Dice	1	-
Hooded Lantern	1	2 lb
Thieves' Tools	1	1 lb
Candle	10	-
Arrows	20	1 lb

LOWER PACK

Rations	15	30 lb

HIDDEN POUCH

Manacles	2	12 lb

WALK SPEED: **30 Ft**

DARK VISION: **60 ft (Aasimar)**

LANG: **Common, Elvish, Goblin**

RESISTANCE: **Necrotic, Radiant (Aasimar)**

WEAPONS MASTERY: **Simple, Martial (Fighter)**

ARMOR TRAINING: **All (Fighter)**

TOOLS: **Thieves' Tools (Wayfarer)**