

High Elf Fighter, lvl 2

Elf Features

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

True Strike. You know the true strike cantrip.

- Divination cantrip
- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** S
- **Duration:** Concentration, up to 1 round

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

Fighter Features

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Second Wind. On your turn, you can use a bonus action to regain 1d10+2 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.