



**WILD ELF**  
RACE

**3RD-LEVEL FIGHTER (ELDRITCH KNIGHT)**  
LEVEL & CLASS

**KNIGHT OF THE ORDER**  
BACKGROUND

75

**MEDIUM**  
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH  
**+2**  
15

DEXTERITY  
**+3**  
16

CONSTITUTION  
**+1**  
13

INTELLIGENCE  
**+1**  
12

WISDOM  
**+0**  
11

CHARISMA  
**-1**  
8

**+2** PROFICIENCY BONUS

SAVING THROWS  
 **+4** Strength  
 Dexterity  
 **+3** Constitution  
 Intelligence  
 Wisdom  
 Charisma

SKILLS  
 **+5** Acrobatics (Dex)  
 Animal Handling (Wis)  
 **+3** Arcana (Int)  
 **+4** Athletics (Str)  
 Deception (Cha)  
 History (Int)  
 Insight (Wis)  
 Intimidation (Cha)  
 Investigation (Int)  
 Medicine (Wis)  
 Nature (Int)  
 **+2** Perception (Wis)  
 Performance (Cha)  
 **+1** Persuasion (Cha)  
 Religion (Int)  
 Sleight of Hand (Dex)  
 Stealth (Dex)  
 Survival (Wis)

**12** PASSIVE WISDOM (PERCEPTION)

14/16  
ARMOR CLASS

**+3**  
INITIATIVE

35  
FEET  
SPEED

Hit Point Maximum **25**  
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1D10**  
HIT DICE

SUCCESSSES ○○○○  
FAILURES ○○○○  
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
LONGBOW <sup>1</sup>	<b>+5</b>	1D8+3 PIERCING
LONGSWORD <sup>2,4</sup>	<b>+4</b>	1D8+2 SLASHING
HANDAXE <sup>3,4</sup>	<b>+4</b>	1D6+2 SLASHING
SPELLCASTING <sup>5</sup>	<b>+3</b>	SPECIAL

<sup>1</sup> YOU CAN FIRE A LONGBOW ARROW 150 FT., OR UP TO 600 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.  
<sup>2</sup> YOU CAN WIELD YOUR LONGSWORD WITH BOTH HANDS TO INFLECT 1D10+3 DAMAGE, BUT YOU CANNOT HAVE YOUR SHIELD AFFIXED WHEN DOING SO.  
<sup>3</sup> YOU CAN THROW A HANDAXE 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.  
<sup>4</sup> **DUELLING.** IF WIELDING EITHER YOUR LONGSWORD OR HANDAXE ONE-HANDED, AND NOT WIELDING ANY OTHER WEAPON, YOU ADD AN ADDITIONAL +2 TO YOUR DAMAGE ROLL.  
<sup>5</sup> YOUR **SPELLCASTING ABILITY IS INTELLIGENCE.** WHEN CASTING A SPELL THAT REQUIRES YOUR TARGET TO MAKE A SAVING THROW, YOUR **SPELL SAVE DC IS 11.**

**SPELL SLOTS**  
(1ST) (1ST)  
ATTACKS & SPELLCASTING

YOU'RE A NOBLE ELVISH WARRIOR OF THE WILDS, SKILLED IN SWORDPLAY AND SORCERY BOTH, SWORN TO PROTECT YOUR KIN AND UPHOLD THEIR LEGACY IN THE FACE OF ANY THREAT.

**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.

**FEY ANCESTRY.** YOU HAVE ADVANTAGE ON SAVING THROWS AGAINST BEING CHARMED, AND MAGIC CAN'T PUT YOU TO SLEEP.

**MASK OF THE WILD.** YOU CAN ATTEMPT TO HIDE WHEN ONLY LIGHTLY OBLSCURED BY FOLIAGE, MIST, ETC.

**DUELLING.** 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.** YOU HAVE A LIMITED WELL OF STAMINA THAT YOU CAN DRAW UPON TO PROTECT YOURSELF FROM HARM. ON YOUR TURN, YOU CAN USE A BONUS ACTION TO REGAIN 1D10+3 HIT POINTS. YOU CAN USE THIS FEATURE ONCE PER SHORT OR LONG REST.

**ACTION SURGE.** ONCE PER SHORT OR LONG REST, YOU CAN PUSH YOURSELF BEYOND YOUR NORMAL LIMITS. ON YOUR TURN, YOU CAN TAKE AN EXTRA ACTION.

**WEAPON BOND.** YOU PERFORM A 1 HOUR RITUAL (WHICH CAN BE DONE DURING A SHORT REST) TO BOND A WEAPON TO YOU. YOU CANNOT BE DISARMED OF YOUR BONDED WEAPON UNLESS YOU ARE INCAPACITATED. AS A BONUS ACTION, YOU CAN TELEPORT THE WEAPON TO YOUR HAND. YOU CAN HAVE UP TO 2 BONDED WEAPONS, BUT CAN SUMMON ONLY ONE AT A TIME WITH YOUR BONUS ACTION. (SEE PHB 75 FOR MORE INFO.)

**KNIGHTLY REGARD.** YOU CAN RECEIVE AND AID FROM MEMBERS OF YOUR KNIGHTLY ORDER AND THOSE WHO ARE SYMPATHETIC TO ITS AIMS. THIS CAN INCLUDE FOOD, SHELTER AND HEALING. (SEE SWORD COAST ADVENTURER'S GUIDE, 151, FOR MORE.)

**PROFICIENCIES.** ALL ARMOUR, SHIELDS; SIMPLE WEAPONS, MARTIAL WEAPONS; LONGSWORD, SHORTSWORD, SHORDBOW, LONGBOW; MUSICAL INSTRUMENT.  
**LANGUAGES.** COMMON, ELVISH, SYLVAN  
  
OTHER PROFICIENCIES & LANGUAGES

**KNIGHT OF THE ORDER GEAR:**  
• TRAVELER'S CLOTHES  
• SIGNET RING  
• SIGIL OR CREST  
• 10 GOLD PIECES  
  
**FIGHTER GEAR:**  
• LEATHER ARMOUR  
• LONGBOW  
• ARROWS ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )  
• LONGSWORD  
• SHIELD (YOUR AC IS 16 WITH SHIELD AFFIXED)  
• HAND AXES (2)  
  
**EXPLORER'S PACK:**  
• BEDROLL  
• MESS KIT  
• TINDERBOX  
• 10 TORCHES  
• 10 DAYS RATIONS  
• WATERSKIN  
• 50 FT. HEMPEN ROPE  
  
EQUIPMENT

FEATURES & TRAITS

## CANTRIPS

### MAGE HAND

CONJURATION CANTRIP  
**CASTING TIME:** 1 ACTION  
**RANGE:** 30 FEET  
**COMPONENTS:** V, S  
**DURATION:** 1 MINUTE

A SPECTRAL, FLOATING HAND APPEARS AT A POINT YOU CHOOSE WITHIN RANGE. THE HAND LASTS FOR THE DURATION OR UNTIL YOU DISMISS IT AS AN ACTION. THE HAND VANISHES IF IT IS EVER MORE THAN 30 FEET AWAY FROM YOU OR IF YOU CAST THIS SPELL AGAIN.

YOU CAN USE YOUR ACTION TO CONTROL THE HAND. YOU CAN USE THE HAND TO MANIPULATE AN OBJECT, OPEN AN UNLOCKED DOOR OR CONTAINER, STOW OR RETRIEVE AN ITEM FROM AN OPEN CONTAINER, OR POUR THE CONTENTS OUT OF A VIAL. YOU CAN MOVE THE HAND UP TO 30 FEET EACH TIME YOU USE IT.

THE HAND CAN'T ATTACK, ACTIVATE MAGIC ITEMS, OR CARRY MORE THAN 10 POUNDS.

### MESSAGE

TRANSMUTATION CANTRIP  
**CASTING TIME:** 1 ACTION  
**RANGE:** 120 FEET  
**COMPONENTS:** V, S, M  
**DURATION:** 1 ROUND

YOU POINT YOUR FINGER TOWARD A CREATURE WITHIN RANGE AND WHISPER A MESSAGE. THE TARGET (AND ONLY THE TARGET) HEARS THE MESSAGE AND CAN REPLY IN A WHISPER THAT ONLY YOU CAN HEAR.

YOU CAN CAST THIS SPELL THROUGH SOLID OBJECTS IF YOU ARE FAMILIAR WITH THE TARGET AND KNOW IT IS BEYOND THE BARRIER. MAGICAL SILENCE, 1 FOOT OF STONE, 1 INCH OF COMMON METAL, A THIN SHEET OF LEAD, OR 3 FEET OF WOOD BLOCKS THE SPELL. THE SPELL DOESN'T HAVE TO FOLLOW A STRAIGHT LINE AND CAN TRAVEL FREELY AROUND CORNERS OR THROUGH OPENINGS.

## SPELLS

### MAGE ARMOUR

1ST-LEVEL ABJURATION  
**CASTING TIME:** 1 ACTION  
**RANGE:** TOUCH  
**COMPONENTS:** V, S, M  
**DURATION:** 8 HOURS

YOU TOUCH A WILLING CREATURE WHO ISN'T WEARING ARMOR, AND A PROTECTIVE MAGICAL FORCE SURROUNDS IT UNTIL THE SPELL ENDS. THE TARGET'S BASE AC BECOMES 13 + ITS DEXTERITY MODIFIER. THE SPELL ENDS IF THE TARGET DONS ARMOR OR IF YOU DISMISS THE SPELL AS AN ACTION.

### MAGIC MISSILE

1ST-LEVEL EVOCATION  
**CASTING TIME:** 1 ACTION  
**RANGE:** 120 FEET  
**COMPONENTS:** V, S  
**DURATION:** INSTANTANEOUS

YOU CREATE THREE GLOWING DARTS OF MAGICAL FORCE. EACH DART HITS A CREATURE OF YOUR CHOICE THAT YOU CAN SEE WITHIN RANGE. A DART DEALS 1d4 + 1 FORCE DAMAGE TO ITS TARGET. THE DARTS ALL STRIKE SIMULTANEOUSLY, AND YOU CAN DIRECT THEM TO HIT ONE CREATURE OR SEVERAL.

### EXPEDITIOUS RETREAT

1ST-LEVEL TRANSMUTATION  
**CASTING TIME:** 1 BONUS ACTION  
**RANGE:** SELF  
**COMPONENTS:** V, S  
**DURATION:** CONCENTRATION, UP TO 10 MINUTES

THIS SPELL ALLOWS YOU TO MOVE AT AN INCREDIBLE PACE. WHEN YOU CAST THIS SPELL, AND THEN AS A BONUS ACTION ON EACH OF YOUR TURNS UNTIL THE SPELL ENDS, YOU CAN TAKE THE DASH ACTION.