

WILD ELF

3RD-LEVEL FIGHTER (ELDRITCH KNIGHT)

KNIGHT OF THE ORDER BACKGROUND

MEDIUM

SIZE

DESCRIPTION PLAYER

CHARACTER NAME





















PROFICIENCY BONUS

- +4\_ Strength Dexterity <u>+3</u> Constitution
- \_ Intelligence O \_\_\_\_ Wisdom O \_\_\_\_ Charisma
  - SAVING THROWS
- +5 Acrobatics (Dex) Animal Handling (Wis)
- Arcana (Int)
- +4 Athletics (Str)
- Deception (Cha)
- O \_\_\_\_ History (Int)
- O \_\_\_\_ Insight (Wis)
- O \_\_\_\_ Intimidation (Cha)
- O \_\_\_\_ Investigation (Int) Medicine (Wis)
- O Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- \_\_\_\_ Religion (Int)
- O \_\_\_\_ Sleight of Hand (Dex)
- O \_\_\_\_ Stealth (Dex)
- O \_\_\_\_ Survival (Wis)

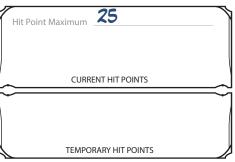
SKILLS

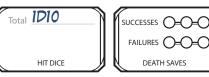
PASSIVE WISDOM (PERCEPTION)











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

- YOU CAN FIRE A LONGBOW ARROW 150 FT., OR UP TO 600 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.
- YOU CAN WIELD YOUR LONGSWORD WITH BOTH HANDS TO INFLICT 1010+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.
- DUELLING. IF WIELDING EITHER YOUR LONGSORD OR HANDAXE ONE-HANDED, AND NOT WIELINDS ANY OTHER WEAPON, YOU ADD AN ADDITIONAL +2 TO YOUR DAMAGE ROLL
- S YOUR **SPELL ASTING 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 OBSCURED 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 1010+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 MEMERS 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, SHORTBOW, LONGBOW; MUSICAL INSTRUMENT.

OTHER PROFICIENCIES & LANGUAGES

LANGUAGES. COMMON, ELVISH, SYLVAN

KNIGHT OF THE ORDER GEAR:

- TRAVELER'S CLOTHES
- SIGNET RING SIGIL OR CREST
- · 10 GOLD PIECES

### FIGHTER GEAR:

- LEATHER ARMOUR LONGBOW
- ARROWS ()()()()()()()()()()
- 000000000000 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 PURATION: 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, I FOOT OF STONE, I 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

IST-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

IST-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 104 + 1 FORCE DAMAGE TO ITS TARGET. THE DARTS ALL STRIKE SIMULTANEOUSLY, AND YOU CAN DIRECT THEM TO HIT ONE CREATURE OR SEVERAL.

## EXPEDITIOUS RETREAT

IST-LEVEL TRANSMUTATION

CASTING TIME: I 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.