

HUMAN RACE

FIGHTER (ELDRITCH KNIGHT), 3RD-LEVEL

OUTLANDER BACKGROUND

MEDIUM

PLAYER

AS A FIGHTER, YOU ARE AN ACCOMPLISHED WARRIOR, HIGHLY SKILLED WITH WEAPONS,

RELYING ON YOUR BRAUN AND BRAVERY.

CHARACTER NAME

PROFICIENCY BONUS





<u>+4</u> Constitution

_ Intelligence

O ____ Wisdom Charisma

SAVING THROWS



14

INTELLIGENCE

12

WISDOM

8

CHARISMA

10

_ Acrobatics (Dex)

O ____ Animal Handling (Wis)

___ Arcana (Int)

+5 Athletics (Str)

Deception (Cha)

History (Int)

O ____ Insight (Wis)

Intimidation (Cha)

O ____ Investigation (Int)

O ____ Medicine (Wis)

O ____ Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

O ____ Religion (Int)

O ____ Sleight of Hand (Dex)

O ____ Stealth (Dex) Survival (Wis)

SKILLS

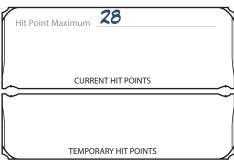
PASSIVE WISDOM

(PERCEPTION)

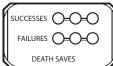
INITIATIVE

DESCRIPTION

FEET SPEED







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

WHEN WIELDING YOUR SWORD WITH TWO HANDS, YOU INFLICT 1010+3 DAMAGE, BUT YOU CANNOT HAVE YOUR SHIELD AFFIXED WHEN DOING SO.

WITH YOUR LONGBOW, YOU CAN ATTACK TARGETS UP TO 150 FT. AWAY, OR UP TO 600 FT. AWAY WITH DISADVAN-TAGE ON THE ATTACK ROLL.

³ YOU CAN THROW A HANDAXE AT A TARGET UP TO 20 FT. AWAY, OR UP TO 60 FT. AWAY WITH DISADVANTAGE ON THE ATTACK ROLL

4 YOUR SPELLCASTING ABILITY IS INTELLIGENCE. WHEN CASTING SPELLS THAT REQUIRE YOUR TARGET TO MAKE A SAVING THROW, YOUR **SPELL SAVE DC** IS **11**. YOU REGAIN EXPENDED SPELL SLOTS AFTER A SHORT OR LONG REST.

SPELL SLOTS

(1ST) (1ST)

ATTACKS & SPELLCASTING

MAGE SLAYER. YOU HAVE PRACTICED TECHNIQUES USEFUL IN COMBAT AGAINST SPELLCASTERS:

· WHEN A CREATURE WITHIN 5 FT. OF YOU CASTS A SPELL, YOU CAN USE YOUR REACTION TO MAKE A MELEE WEAPON ATTACK AGAINST THAT

· WHEN YOU DAMAGE A CREATURE THAT IS CONCENTRATING ON A SPELL, THAT CREATURE HAS DISADVANTAGE ON THE SAVING THROW IT MAKES TO MAINTAIN ITS CONCENTRATION.

· YOU HAVE ADVANTAGE ON SAVING THROWS AGAINST SPELLS CAST BY CREATURES WITHIN 5 FT. OF YOU.

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.

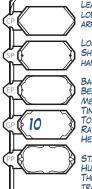
ACTION SURGE. ONCE PER SHORT OR LONG REST, YOU CAN PUSH YOURSELF BEYOND YOUR NORMAL LIMITS. ON YOUR TURN, YOU CAN TAKE AN EXTRA ACTION.

WEAPON BOND. YOU HAVE CREATED A MAGICAL BOND WITH YOUR LONGSWORD AND YOUR LONGBOW. YOU CANNOT BE DISARMED OF THOSE WEAPONS UNLESS YOU ARE INCAPACITATED. YOU CAN SUMMON ONE OF THOSE WEAPONS AS A BONUS ACTION ON YOUR TURN, CAUSING IT TO TELEPORT INSTANTLY TO YOUR HAND. (SEE PHB 75 FOR INFO ON BONDING DIFFERENT WAPONS.)

WANDERER. YOU HAVE AN EXCELLENT MEMORY FOR MAPS AND GEOGRAPHY AND YOU CAN ALWAYS RECALL THE GENERAL LAYOUT OF TERAIN, SETTLEMENTS, AND OTHER FEATURES AROUND YOU. IN ADDITION, YOU CAN FIND FOOD AND FRESH WATER FOR YOURSELF AND UP TO FIVE OTHER PEOPLE EACH DAY, PROVIDED THAT THE LAND OFFERS SUCH RESOURCES.

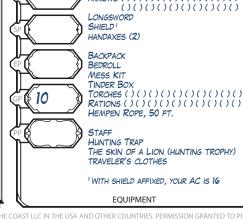
PROFICIENCIES. ALL ARMOUR AND SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS, PANFLUTE LANGUAGES. COMMON, GIANT

OTHER PROFICIENCIES & LANGUAGES



LEATHER ARMOUR LONGBOW ARROWS ()()()()()()()()()

FEATURES & TRAITS



CANTRIPS

LIGHT

EVOCATION CANTRIP
CASTING TIME: 1 ACTION
RANGE: TOUCH
COMPONENTS: V, M
DURATION: 1 HOUR

YOU TOUCH ONE OBJECT THAT IS NO LARGER THAN 10 FEET IN ANY DIMENSION. UNTIL THE SPELL ENDS, THE OBJECT SHEDS BRIGHT LIGHT IN A 20-FOOT RADIUS AND DIM LIGHT FOR AN ADDITIONAL 20 FEET. THE LIGHT CAN BE COLORED AS YOU LIKE. COMPLETELY COVERING THE OBJECT WITH SOMETHING OPAQUE BLOCKS THE LIGHT. THE SPELL ENDS IF YOU CAST IT AGAIN OR DISMISS IT AS AN ACTION.

IF YOU TARGET AN OBJECT HELD OR WORN BY A HOSTILE CREATURE, THAT CREATURE MUST SUCCEED ON A DC 11 DEXTERITY SAVING THROW TO AVOID THE SPELL.

TRUE STRIKE

DIVINATION CANTRIP CASTING TIME: 1 ACTION RANGE: 30 FT. 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.

SPELLS

THUNDERWAVE

IST-LEVEL EVOCATION
CASTING TIME: 1 ACTION
RANGE: SEIF (15-FOOT CUBE)
COMPONENTS: V, S
DURATION: INSTANTANEOUS

A WAVE OF THUNDEROUS FORCE SWEEPS OUT FROM YOU. EACH CREATURE IN A 15-FOOT CUBE ORIGINATING FROM YOU MUST MAKE A DC 11 CONSTITUTION SAVING THROW. ON A FAILED SAVE, A CREATURE TAKES 2D8 THUNDER DAMAGE AND IS PUSHED 10 FEET AWAY FROM YOU. ON A SUCCESSFUL SAVE, THE CREATURE TAKES HALF AS MUCH DAMAGE AND ISN'T PUBLIED.

IN ADDITION, UNSECURED OBJECTS THAT ARE COMPLETELY WITHIN THE AREA OF EFFECT ARE AUTOMATICALLY PUSHED 10 FEET AWAY FROM YOU BY THE SPELL'S EFFECT, AND THE SPELL EMITS A THUNDEROUS BOOM AUDIBLE OUT TO 300 FEET.

SHIELD

IST-LEVEL ABJURATION

CASTING TIME: I REACTION, WHICH YOU TAKE WHEN
YOU ARE HIT BY AN ATTACK OR TARGETED BY THE
MAGIC MISSILE SPELL

RANGE: SELF

COMPONENTS: V, S DURATION: 1 ROUND

AN INVISIBLE BARRIER OF MAGICAL FORCE APPEARS AND PROTECTS YOU. UNTIL THE START OF YOUR NEXT TURN, YOU HAVE A +5 BONUS TO AC, INCLUDING AGAINST THE TRIGGERING ATTACK, AND YOU TAKE NO DAMAGE FROM MAGIC MISSILE.

FALSE LIFE

IST-LEVEL NECROMANCY CASTING TIME: I ACTION RANGE: SELF COMPONENTS: V, S, M DURATION: I HOUR

BOLSTERING YOURSELF WITH A NECROMANTIC FACSIMILE OF LIFE, YOU GAIN 104 + 4 TEMPORARY HIT POINTS FOR THE DURATION.