



TIEFLING
RACE

3RD LEVEL FIGHTER (SAMURAI)
LEVEL & CLASS

KNIGHT OF THE ORDER
BACKGROUND

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH
+2
15

DEXTERITY
+1
13

CONSTITUTION
+2
14

INTELLIGENCE
+0
11

WISDOM
+1
12

CHARISMA
+0
10

+2 PROFICIENCY BONUS

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

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

11 PASSIVE WISDOM (PERCEPTION)

17/19
ARMOR CLASS

+1
INITIATIVE

30 FEET
SPEED

Hit Point Maximum **28**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3D10**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
LONGSWORD ¹	+4	1D8+2 SLASHING
LIGHT CROSSBOW ²	+3	1D8+1 PIERCING

¹ YOU CAN WIELD YOUR LONGSWORD WITH TWO HANDS TO DEAL 1D10+2 DAMAGE INSTEAD, BUT YOU CANNOT HAVE YOUR SHIELD AFFIXED IF DOING SO.

² YOU CAN FIRE A LIGHT CROSSBOW 80 FT., OR UP TO 320 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

ATTACKS & SPELLCASTING

AS A SAMURAI, YOU HAVE AN INDOMITABLE FIGHTING SPIRIT AND A NEARLY UNBREAKABLE RESOLVE. YOUR ENEMIES MUST YIELD OR DIE.

DARKVISION. YOU CAN SEE IN DIM LIGHT WITHIN 60 FT. AS IF IT WERE BRIGHT LIGHT, AND IN DARKNESS AS IF IT WERE DIM LIGHT.

HELLISH RESISTANCE. YOU HAVE RESISTANCE TO FIRE DAMAGE.

INFERNAL LEGACY. YOU CAN CAST THAUMATURGY AT WILL AND HELLISH REBUKE AS A 2ND-LEVEL SPELL ONCE PER LONG REST. YOUR SPELL SAVE DC IS 10.

FIGHTING SPIRIT. AS A BONUS ACTION, YOU GAIN ADVANTAGE ON WEAPON ATTACK ROLLS UNTIL THE END OF THE CURRENT TURN; PLUS, YOU GAIN 5 TEMPORARY HIT POINTS. YOU CAN USE THIS FEATURE 3 TIMES PER LONG REST.

KNIGHTLY REGARD. YOU CAN RECEIVE SHELTER, FOOD, HEALING, AND OTHER FORMS OF ASSISTANCE FROM MEMBERS OF YOUR KNIGHTLY ORDER AND THOSE SYMPATHETIC TO ITS AIMS.

PROFICIENCIES. ALL ARMOUR, SHIELDS; SIMPLE WEAPONS, MARTIAL WEAPONS; MUSICAL INSTRUMENT

LANGUAGES. COMMON, INFERNAL, ELVISH

OTHER PROFICIENCIES & LANGUAGES

CHAINMAIL¹
LONGSWORD
SHIELD²
LIGHT CROSSBOW
BOLTS () () () () () () () () ()
() () () () () () () () ()
SIGNET RING (OF YOUR ORDER)

EXPLORER'S PACK:

- BEDROLL
- MESS KIT
- TINDERBOX
- 10 TORCHES
- 10 DAYS RATIONS
- WATERSKIN
- 50 FT. HEMPEN ROPE
- 10 GOLD COINS

¹ YOU MAKE STEALTH CHECKS WITH DISADVANTAGE WHILE WEARING YOUR CHAINMAIL

² WHEN HOLDING A SHIELD, YOUR AC IS 19.

EQUIPMENT

FEATURES & TRAITS

INFERNAL LEGACY

THAUMATURGY

TRANSMUTATION CANTRIP

CASTING TIME: 1 ACTION

RANGE: 30 FT.

COMPONENTS: V

DURATION: UP TO 1 MINUTE

YOU MANIFEST A MINOR WONDER, A SIGN OF SUPERNATURAL POWER, WITHIN RANGE. YOU CREATE ONE OF THE FOLLOWING MAGICAL EFFECTS WITHIN RANGE:

- YOUR VOICE BOOMS UP TO THREE TIMES AS LOUD AS NORMAL FOR 1 MINUTE.
- YOU CAUSE FLAMES TO FLICKER, BRIGHTEN, DIM, OR CHANGE COLOR FOR 1 MINUTE.
- YOU CAUSE HARMLESS TREMORS IN THE GROUND FOR 1 MINUTE.
- YOU CREATE AN INSTANTANEOUS SOUND THAT ORIGINATES FROM A POINT OF YOUR CHOICE WITHIN RANGE, SUCH AS A RUMBLE OF THUNDER, THE CRY OF A RAVEN, OR OMINOUS WHISPERS.
- YOU INSTANTANEOUSLY CAUSE AN UNLOCKED DOOR OR WINDOW TO FLY OPEN OR SLAM SHUT.
- YOU ALTER THE APPEARANCE OF YOUR EYES FOR 1 MINUTE.

IF YOU CAST THIS SPELL MULTIPLE TIMES, YOU CAN HAVE UP TO THREE OF ITS 1-MINUTE EFFECTS ACTIVE AT A TIME, AND YOU CAN DISMISS SUCH AN EFFECT AS AN ACTION.

HELLISH REBUKE

1ST-LEVEL EVOCATION

CASTING TIME: 1 REACTION, WHICH YOU TAKE IN RESPONSE TO BEING DAMAGED BY A CREATURE

RANGE: 60 FT.

COMPONENTS: V, S

DURATION: INSTANTANEOUS

YOU POINT YOUR FINGER, AND THE CREATURE THAT DAMAGED YOU IS MOMENTARILY SURROUNDED BY HELLISH FLAMES. THE CREATURE MUST MAKE A DC 10 DEXTERITY SAVING THROW. IT TAKES 3D10 FIRE DAMAGE ON A FAILED SAVE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE.