

ELF FIGHTER 1

"I apologize for cutting off your fascinating diatribe with my blade in your belly. Small talk was never my strong suit."



You have spent decades studying the art of combat, refining your skills with relentless vigor. Cunning and patient, your mind plays out each attack and counter before you strike for maximum effect. Though your magical repertoire is extremely limited, the spells you have chosen enhance your already prodigious ability.

BACKGROUND (SAGE)

You are a serious student of all forms of combat. Despite your studious nature, you are aware that there are limits to practice and simulation. It is time to conduct some real-world application of your deadly art. Adventuring companions are usually the type who will need a steady hand and quick wits to bail them out, often. Thankfully, you have both to spare.

Researcher. If you do not know a piece of information, you usually know where and from whom that knowledge can be obtained.

Faction. You are a member of the Lord's Alliance, a group of allied political powers concerned with mutual security and prosperity.

Personality Trait. You use polysyllabic words that convey the impression of great erudition.

Ideal. The path to power and self-improvement is through knowledge.

Bond. Your life's work is the *Tome of Battle*, a treatise related to your theories on combat.

Flaw. You speak without really thinking through your words, invariably insulting others.

CHARACTER NAME

Medium fey (high elf), lawful neutral

Armor Class 17

Hit Points 11 (Hit Dice 1d10)

Speed 30 ft.

STR	DEX	CON
10 (0)	16 (+3)	13 (+1)
INT	WIS	CHA
16 (+3)	12 (+1)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +2, Con +3; advantage on saves against being charmed.

Skills Arcana +5, Athletics +2, History +5, Insight +3, Perception +3, Survival +3.

Armor All, shields.

Weapons Simple, martial.

Senses Darkvision, Passive Perception 13

Languages Common, Dwarvish, Draconic, Elvish, Halfling

ACTIONS

Attack. You can attack when you take this action, using the following:

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 5 piercing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:*

1d4 + 3 piercing damage.

True Strike. *Cantrip:* Range 30 ft., concentration up to 1 round. Gain advantage on your next attack against the target before the end of your next turn.

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

HIGH ELF TRAITS

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

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.

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.

Cantrip. You know the *true strike* cantrip.

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 + 1 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

EQUIPMENT

Rapier, studded leather, dart (20), shield, scholar's pack, fishing tackle, book on fighting techniques, spellbook, money (64 gp, 8 sp)

ELF FIGHTER 2

"I apologize for cutting off your fascinating diatribe with my blade in your belly. Small talk was never my strong suit."



You have spent decades studying the art of combat, refining your skills with relentless vigor. Cunning and patient, your mind plays out each attack and counter before you strike for maximum effect. Though your magical repertoire is extremely limited, the spells you have chosen enhance your already prodigious ability.

BACKGROUND (SAGE)

You are a serious student of all forms of combat. Despite your studious nature, you are aware that there are limits to practice and simulation. It is time to conduct some real-world application of your deadly art. Adventuring companions are usually the type who will need a steady hand and quick wits to bail them out, often. Thankfully, you have both to spare.

Researcher. If you do not know a piece of information, you usually know where and from whom that knowledge can be obtained.

Faction. You are a member of the Lord's Alliance, a group of allied political powers concerned with mutual security and prosperity.

Personality Trait. You use polysyllabic words that convey the impression of great erudition.

Ideal. The path to power and self-improvement is through knowledge.

Bond. Your life's work is the *Tome of Battle*, a treatise related to your theories on combat.

Flaw. You speak without really thinking through your words, invariably insulting others.

CHARACTER NAME

Medium humanoid (high elf), lawful neutral

Armor Class 17

Hit Points 18 (Hit Dice 2d10)

Speed 30 ft.

STR	DEX	CON
10 (0)	16 (+3)	13 (+1)
INT	WIS	CHA
16 (+3)	12 (+1)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +2, Con +3; advantage on saves against being charmed.

Skills Arcana +5, Athletics +2, History +5, Insight +3, Perception +3, Survival +3.

Armor All, shields.

Weapons Simple, martial.

Senses Darkvision, Passive Perception 13

Languages Common, Dwarvish, Draconic, Elvish, Halfling

ACTIONS

Attack. You can attack when you take this action, using the following:

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 5 piercing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

True Strike. *Cantrip:* Range 30 ft., concentration up to 1 round. Gain advantage on your next attack against the target before the end of your next turn.

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

HIGH ELF TRAITS

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

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.

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.

Cantrip. You know the *true strike* cantrip.

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.

EQUIPMENT

Rapier, studded leather, dart (20), shield, scholar's pack, fishing tackle, book on fighting techniques, spellbook, money (64 gp, 8 sp)

ELF FIGHTER 3

"I apologize for cutting off your fascinating diatribe with my blade in your belly. Small talk was never my strong suit."



You have spent decades studying the art of combat, refining your skills with relentless vigor. Cunning and patient, your mind plays out each attack and counter before you strike for maximum effect. Though your magical repertoire is extremely limited, the spells you have chosen enhance your already prodigious ability.

BACKGROUND (SAGE)

You are a serious student of all forms of combat. Despite your studious nature, you are aware that there are limits to practice and simulation. It is time to conduct some real-world application of your deadly art. Adventuring companions are usually the type who will need a steady hand and quick wits to bail them out, often. Thankfully, you have both to spare.

Researcher. If you do not know a piece of information, you usually know where and from whom that knowledge can be obtained.

Faction. You are a member of the Lord's Alliance, a group of allied political powers concerned with mutual security and prosperity.

Personality Trait. You use polysyllabic words that convey the impression of great erudition.

Ideal. The path to power and self-improvement is through knowledge.

Bond. Your life's work is the *Tome of Battle*, a treatise related to your theories on combat.

Flaw. You speak without really thinking through your words, invariably insulting others.

HIGH ELF TRAITS

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

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.

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.

CHARACTER NAME

Medium humanoid (high elf), Eldritch Knight martial archetype, lawful neutral

Armor Class 17

Hit Points 25 (Hit Dice 3d10)

Speed 30 ft.

STR	DEX	CON
10 (0)	16 (+3)	13 (+1)
INT	WIS	CHA
16 (+3)	12 (+1)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +2, Con +3; advantage on saves against being charmed.

Skills Arcana +5, Athletics +2, History +5, Insight +3, Perception +3, Survival +3.

Armor All, shields.

Weapons Simple, martial.

Senses Darkvision, Passive Perception 13

Languages Common, Dwarvish, Draconic, Elvish, Halfling

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 + 3 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.

MARTIAL ARCHETYPE: ELDRITCH KNIGHT

Spellcasting Ability. You have the ability to cast arcane spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You may only learn spells of the abjuration and evocation schools.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (2)

ACTIONS

Attack. You can attack when you take this action, using the following:
Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 5 piercing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

Action Surge. Fighter feature.

Spellcasting. Eldritch Knight feature.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (2)

SPELLBOOK

Cantrips (at-will): *blade ward, fire bolt, true strike*

1st-level spells: *magic missile, shield, thunderwave*

EQUIPMENT

Rapier, studded leather, dart (20), shield, scholar's pack, component pouch, fishing tackle, book on fighting techniques, spellbook, money (39 gp, 8 sp)

ELF FIGHTER 4

"I apologize for cutting off your fascinating diatribe with my blade in your belly. Small talk was never my strong suit."



You have spent decades studying the art of combat, refining your skills with relentless vigor. Cunning and patient, your mind plays out each attack and counter before you strike for maximum effect. Though your magical repertoire is extremely limited, the spells you have chosen enhance your already prodigious ability.

BACKGROUND (SAGE)

You are a serious student of all forms of combat. Despite your studious nature, you are aware that there are limits to practice and simulation. It is time to conduct some real-world application of your deadly art. Adventuring companions are usually the type who will need a steady hand and quick wits to bail them out, often. Thankfully, you have both to spare.

Researcher. If you do not know a piece of information, you usually know where and from whom that knowledge can be obtained.

Faction. You are a member of the Lord's Alliance, a group of allied political powers concerned with mutual security and prosperity.

Personality Trait. You use polysyllabic words that convey the impression of great erudition.

Ideal. The path to power and self-improvement is through knowledge.

Bond. Your life's work is the *Tome of Battle*, a treatise related to your theories on combat.

Flaw. You speak without really thinking through your words, invariably insulting others.

HIGH ELF TRAITS

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

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.

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.

CHARACTER NAME

Medium humanoid (high elf), Eldritch Knight martial archetype, lawful neutral

Armor Class 18

Hit Points 32 (Hit Dice 4d10)

Speed 30 ft.

STR	DEX	CON
10 (0)	18 (+4)	13 (+1)
INT	WIS	CHA
16 (+3)	12 (+1)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +2, Con +3; advantage on saves against being charmed.

Skills Arcana +5, Athletics +2, History +5, Insight +3, Perception +3, Survival +3.

Armor All, shields.

Weapons Simple, martial.

Senses Darkvision, Passive Perception 13

Languages Common, Dwarvish, Draconic, Elvish, Halfling

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 + 4 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.

MARTIAL ARCHETYPE: ELDRITCH KNIGHT

Spellcasting Ability. You have the ability to cast arcane spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You may only learn spells of the abjuration and evocation schools.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (3)

ACTIONS

Attack. You can attack when you take this action, using the following:

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d8 + 6 piercing damage.

Dart. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:*

1d4 + 4 piercing damage.

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

Action Surge. Fighter feature.

Spellcasting. Eldritch Knight feature.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (3)

SPELLBOOK

Cantrips (at-will): *blade ward, fire bolt, shocking grasp, true strike*

1st-level spells: *magic missile, shield, thunderwave*

EQUIPMENT

Rapier, studded leather, dart (20), shield, scholar's pack, component pouch, fishing tackle, book on fighting techniques, spellbook, money (39 gp, 8 sp)

ELF FIGHTER 5

"I apologize for cutting off your fascinating diatribe with my blade in your belly. Small talk was never my strong suit."



You have spent decades studying the art of combat, refining your skills with relentless vigor. Cunning and patient, your mind plays out each attack and counter before you strike for maximum effect. Though your magical repertoire is extremely limited, the spells you have chosen enhance your already prodigious ability.

BACKGROUND (SAGE)

You are a serious student of all forms of combat. Despite your studious nature, you are aware that there are limits to practice and simulation. It is time to conduct some real-world application of your deadly art. Adventuring companions are usually the type who will need a steady hand and quick wits to bail them out, often. Thankfully, you have both to spare.

Researcher. If you do not know a piece of information, you usually know where and from whom that knowledge can be obtained.

Faction. You are a member of the Lord's Alliance, a group of allied political powers concerned with mutual security and prosperity.

Personality Trait. You use polysyllabic words that convey the impression of great erudition.

Ideal. The path to power and self-improvement is through knowledge.

Bond. Your life's work is the *Tome of Battle*, a treatise related to your theories on combat.

Flaw. You speak without really thinking through your words, invariably insulting others.

HIGH ELF TRAITS

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

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.

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.

CHARACTER NAME

Medium humanoid (high elf), Eldritch Knight martial archetype, lawful neutral

Armor Class 18

Hit Points 39 (Hit Dice 5d10)

Speed 30 ft.

STR	DEX	CON
10 (0)	18 (+4)	13 (+1)
INT	WIS	CHA
16 (+3)	12 (+1)	8 (-1)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +3, Con +4; advantage on saves against being charmed.

Skills Arcana +6, Athletics +3, History +6, Insight +4, Perception +4, Survival +4.

Armor All, shields.

Weapons Simple, martial.

Senses Darkvision, Passive Perception 14

Languages Common, Dwarvish, Draconic, Elvish, Halfling

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 + 5 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.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

MARTIAL ARCHETYPE: ELDRITCH KNIGHT

Spellcasting Ability. You have the ability to cast arcane spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

ACTIONS

Attack. You can attack twice when you take this action, using the following:
Silvered rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 1d8 + 7 piercing damage.

Dart. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 7 piercing damage.

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

Action Surge. Fighter feature.

Spellcasting. Eldritch Knight feature.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (3)

You may only learn spells of the abjuration and evocation schools.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (3)

SPELLBOOK

Cantrips (at-will): *blade ward, fire bolt, shocking grasp, true strike*

1st-level spells: *magic missile, shield, thunderwave*

EQUIPMENT

Silvered rapier, studded leather, dart (50), shield, dagger, scholar's pack, component pouch, fishing tackle, book on fighting techniques (5), spellbook, *potions of healing* (2), vial of antitoxin, riding horse (with bit, bridle, riding saddle, saddlebags), money (85 gp, 5 sp)

ELF FIGHTER 6

"I apologize for cutting off your fascinating diatribe with my blade in your belly. Small talk was never my strong suit."



You have spent decades studying the art of combat, refining your skills with relentless vigor. Cunning and patient, your mind plays out each attack and counter before you strike for maximum effect. Though your magical repertoire is extremely limited, the spells you have chosen enhance your already prodigious ability.

BACKGROUND (SAGE)

You are a serious student of all forms of combat. Despite your studious nature, you are aware that there are limits to practice and simulation. It is time to conduct some real-world application of your deadly art. Adventuring companions are usually the type who will need a steady hand and quick wits to bail them out, often. Thankfully, you have both to spare.

Researcher. If you do not know a piece of information, you usually know where and from whom that knowledge can be obtained.

Faction. You are a member of the Lord's Alliance, a group of allied political powers concerned with mutual security and prosperity.

Personality Trait. You use polysyllabic words that convey the impression of great erudition.

Ideal. The path to power and self-improvement is through knowledge.

Bond. Your life's work is the *Tome of Battle*, a treatise related to your theories on combat.

Flaw. You speak without really thinking through your words, invariably insulting others.

HIGH ELF TRAITS

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

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.

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.

CHARACTER NAME

Medium humanoid (high elf), Eldritch Knight martial archetype, lawful neutral

Armor Class 19

Hit Points 46 (Hit Dice 6d10)

Speed 30 ft.

STR	DEX	CON
10 (0)	20 (+5)	13 (+1)
INT	WIS	CHA
16 (+3)	12 (+1)	8 (-1)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +3, Con +4; advantage on saves against being charmed.

Skills Arcana +6, Athletics +3, History +6, Insight +4, Perception +4, Survival +4.

Armor All, shields.

Weapons Simple, martial.

Senses Darkvision, Passive Perception 14

Languages Common, Dwarvish, Draconic, Elvish, Halfling

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 + 6 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.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

MARTIAL ARCHETYPE: ELDRITCH KNIGHT

Spellcasting Ability. You have the ability to cast arcane spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

ACTIONS

Attack. You can attack twice when you take this action, using the following:
Silvered rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 1d8 + 7 piercing damage.

Dart. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 7 piercing damage.

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

Action Surge. Fighter feature.

Spellcasting. Eldritch Knight feature.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (3)

You may only learn spells of the abjuration and evocation schools.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (3)

SPELLBOOK

Cantrips (at-will): *blade ward, fire bolt, shocking grasp, true strike*

1st-level spells: *magic missile, shield, thunderwave*

EQUIPMENT

Silvered rapier, studded leather, dart (50), shield, dagger, scholar's pack, component pouch, fishing tackle, book on fighting techniques (5), spellbook, *potions of healing* (2), vial of antitoxin, riding horse (with bit, bridle, riding saddle, saddlebags), money (85 gp, 5 sp)

ELF FIGHTER 7

"I apologize for cutting off your fascinating diatribe with my blade in your belly. Small talk was never my strong suit."



You have spent decades studying the art of combat, refining your skills with relentless vigor. Cunning and patient, your mind plays out each attack and counter before you strike for maximum effect. Though your magical repertoire is extremely limited, the spells you have chosen enhance your already prodigious ability.

BACKGROUND (SAGE)

You are a serious student of all forms of combat. Despite your studious nature, you are aware that there are limits to practice and simulation. It is time to conduct some real-world application of your deadly art. Adventuring companions are usually the type who will need a steady hand and quick wits to bail them out, often. Thankfully, you have both to spare.

Researcher. If you do not know a piece of information, you usually know where and from whom that knowledge can be obtained.

Faction. You are a member of the Lord's Alliance, a group of allied political powers concerned with mutual security and prosperity.

Personality Trait. You use polysyllabic words that convey the impression of great erudition.

Ideal. The path to power and self-improvement is through knowledge.

Bond. Your life's work is the *Tome of Battle*, a treatise related to your theories on combat.

Flaw. You speak without really thinking through your words, invariably insulting others.

HIGH ELF TRAITS

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

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.

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.

CHARACTER NAME

Medium humanoid (high elf), Eldritch Knight martial archetype, lawful neutral

Armor Class 19

Hit Points 53 (Hit Dice 7d10)

Speed 30 ft.

STR	DEX	CON
10 (0)	20 (+5)	13 (+1)
INT	WIS	CHA
16 (+3)	12 (+1)	8 (-1)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +3, Con +4; advantage on saves against being charmed.

Skills Arcana +6, Athletics +3, History +6, Insight +4, Perception +4, Survival +4.

Armor All, shields.

Weapons Simple, martial.

Senses Darkvision, Passive Perception 14

Languages Common, Dwarvish, Draconic, Elvish, Halfling

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 + 7 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.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

MARTIAL ARCHETYPE: ELDRITCH KNIGHT

Spellcasting Ability. You have the ability to cast arcane spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain

ACTIONS

Attack. You can attack twice when you take this action, using the following:
Silvered rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 1d8 + 7 piercing damage.

Dart. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 7 piercing damage.

BONUS ACTIONS

War Magic. When you use your action to cast a cantrip, make one weapon attack.

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

Action Surge. Fighter feature.

Spellcasting. Eldritch Knight feature.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (2)

all expended spell slots when you finish a long rest.

You may only learn spells of the abjuration and evocation schools.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (2)

War Magic. When you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

SPELLBOOK

Cantrips (at-will): *blade ward, fire bolt, shocking grasp, true strike*

1st-level spells: *magic missile, shield, thunderwave*

2nd-level spells: *scorching ray*

EQUIPMENT

Silvered rapier, studded leather, dart (50), shield, dagger, scholar's pack, component pouch, fishing tackle, book on fighting techniques (5), spellbook, *potions of healing* (2), vial of antitoxin, riding horse (with bit, bridle, riding saddle, saddlebags), money (85 gp, 5 sp)

ELF FIGHTER 8

"I apologize for cutting off your fascinating diatribe with my blade in your belly. Small talk was never my strong suit."



You have spent decades studying the art of combat, refining your skills with relentless vigor. Cunning and patient, your mind plays out each attack and counter before you strike for maximum effect. Though your magical repertoire is extremely limited, the spells you have chosen enhance your already prodigious ability.

BACKGROUND (SAGE)

You are a serious student of all forms of combat. Despite your studious nature, you are aware that there are limits to practice and simulation. It is time to conduct some real-world application of your deadly art. Adventuring companions are usually the type who will need a steady hand and quick wits to bail them out, often. Thankfully, you have both to spare.

Researcher. If you do not know a piece of information, you usually know where and from whom that knowledge can be obtained.

Faction. You are a member of the Lord's Alliance, a group of allied political powers concerned with mutual security and prosperity.

Personality Trait. You use polysyllabic words that convey the impression of great erudition.

Ideal. The path to power and self-improvement is through knowledge.

Bond. Your life's work is the *Tome of Battle*, a treatise related to your theories on combat.

Flaw. You speak without really thinking through your words, invariably insulting others.

HIGH ELF TRAITS

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

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.

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.

CHARACTER NAME

Medium humanoid (high elf), Eldritch Knight martial archetype, lawful neutral

Armor Class 19

Hit Points 60 (Hit Dice 8d10)

Speed 30 ft.

STR	DEX	CON
10 (0)	20 (+5)	13 (+1)
INT	WIS	CHA
18 (+4)	12 (+1)	8 (-1)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +3, Con +4; advantage on saves against being charmed.

Skills Arcana +7, Athletics +3, History +7, Insight +4, Perception +4, Survival +4.

Armor All, shields.

Weapons Simple, martial.

Senses Darkvision, Passive Perception 14

Languages Common, Dwarvish, Draconic, Elvish, Halfling

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 + 8 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.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

MARTIAL ARCHETYPE: ELDRITCH KNIGHT

Spellcasting Ability. You have the ability to cast arcane spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain

ACTIONS

Attack. You can attack twice when you take this action, using the following:
Silvered rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 1d8 + 7 piercing damage.

Dart. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 7 piercing damage.

BONUS ACTIONS

War Magic. When you use your action to cast a cantrip, make one weapon attack.

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

Action Surge. Fighter feature.

Spellcasting. Eldritch Knight feature.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (2)

all expended spell slots when you finish a long rest.

You may only learn spells of the abjuration and evocation schools.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (2)

War Magic. When you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

SPELLBOOK

Cantrips (at-will): *blade ward, fire bolt, shocking grasp, true strike*

1st-level spells: *magic missile, shield, thunderwave*

2nd-level spells: *scorching ray, shatter*

EQUIPMENT

Silvered rapier, studded leather, dart (50), shield, dagger, scholar's pack, component pouch, fishing tackle, book on fighting techniques (5), spellbook, *potions of healing* (2), vial of antitoxin, riding horse (with bit, bridle, riding saddle, saddlebags), money (85 gp, 5 sp)

ELF FIGHTER 9

"I apologize for cutting off your fascinating diatribe with my blade in your belly. Small talk was never my strong suit."



You have spent decades studying the art of combat, refining your skills with relentless vigor. Cunning and patient, your mind plays out each attack and counter before you strike for maximum effect. Though your magical repertoire is extremely limited, the spells you have chosen enhance your already prodigious ability.

BACKGROUND (SAGE)

You are a serious student of all forms of combat. Despite your studious nature, you are aware that there are limits to practice and simulation. It is time to conduct some real-world application of your deadly art. Adventuring companions are usually the type who will need a steady hand and quick wits to bail them out, often. Thankfully, you have both to spare.

Researcher. If you do not know a piece of information, you usually know where and from whom that knowledge can be obtained.

Faction. You are a member of the Lord's Alliance, a group of allied political powers concerned with mutual security and prosperity.

Personality Trait. You use polysyllabic words that convey the impression of great erudition.

Ideal. The path to power and self-improvement is through knowledge.

Bond. Your life's work is the *Tome of Battle*, a treatise related to your theories on combat.

Flaw. You speak without really thinking through your words, invariably insulting others.

HIGH ELF TRAITS

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

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.

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.

CHARACTER NAME

Medium humanoid (high elf), Eldritch Knight martial archetype, lawful neutral

Armor Class 19

Hit Points 67 (Hit Dice 9d10)

Speed 30 ft.

STR	DEX	CON
10 (0)	20 (+5)	13 (+1)
INT	WIS	CHA
18 (+4)	12 (+1)	8 (-1)

Proficiencies (+4 proficiency bonus)

Saving Throws Str +4, Con +5; advantage on saves against being charmed.

Skills Arcana +8, Athletics +4, History +8, Insight +5, Perception +5, Survival +5.

Armor All, shields.

Weapons Simple, martial.

Senses Darkvision, Passive Perception 15

Languages Common, Dwarvish, Draconic, Elvish, Halfling

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 + 9 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.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Indomitable. You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

MARTIAL ARCHETYPE: ELDRITCH KNIGHT

Spellcasting Ability. You have the ability to cast arcane spells. Intelligence is your spellcasting ability for your wizard spells.

ACTIONS

Attack. You can attack twice when you take this action, using the following:
Silvered rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1d8 + 7 piercing damage.

Dart. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 7 piercing damage.

BONUS ACTIONS

War Magic. When you use your action to cast a cantrip, make one weapon attack.

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

Action Surge. Fighter feature.

Spellcasting. Eldritch Knight feature.

Spell Save DC: 16

Spell Attack Modifier: +8

Spell Slots: 1st-level (4), 2nd-level (2)

You use your Intelligence whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You may only learn spells of the abjuration and evocation schools.

Spell Save DC: 16

Spell Attack Modifier: +8

Spell Slots: 1st-level (4), 2nd-level (2)

War Magic. When you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

SPELLBOOK

Cantrips (at-will): *blade ward, fire bolt, shocking grasp, true strike*

1st-level spells: *magic missile, shield, thunderwave*

2nd-level spells: *scorching ray, shatter*

EQUIPMENT

Silvered rapier, studded leather, dart (50), shield, dagger, scholar's pack, component pouch, fishing tackle, book on fighting techniques (5), spellbook, *potions of healing* (2), vial of antitoxin, riding horse (with bit, bridle, riding saddle, saddlebags), money (85 gp, 5 sp)

ELF FIGHTER 10



"I apologize for cutting off your fascinating diatribe with my blade in your belly. Small talk was never my strong suit."

You have spent decades studying the art of combat, refining your skills with relentless vigor. Cunning and patient, your mind plays out each attack and counter before you strike for maximum effect. Though your magical repertoire is extremely limited, the spells you have chosen enhance your already prodigious ability.

BACKGROUND (SAGE)

You are a serious student of all forms of combat. Despite your studious nature, you are aware that there are limits to practice and simulation. It is time to conduct some real-world application of your deadly art. Adventuring companions are usually the type who will need a steady hand and quick wits to bail them out, often. Thankfully, you have both to spare.

Researcher. If you do not know a piece of information, you usually know where and from whom that knowledge can be obtained.

Faction. You are a member of the Lord's Alliance, a group of allied political powers concerned with mutual security and prosperity.

Personality Trait. You use polysyllabic words that convey the impression of great erudition.

Ideal. The path to power and self-improvement is through knowledge.

Bond. Your life's work is the *Tome of Battle*, a treatise related to your theories on combat.

Flaw. You speak without really thinking through your words, invariably insulting others.

HIGH ELF TRAITS

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

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.

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.

CHARACTER NAME

Medium humanoid (high elf), Eldritch Knight martial archetype, lawful neutral

Armor Class 19

Hit Points 74 (Hit Dice 10d10)

Speed 30 ft.

STR	DEX	CON
10 (0)	20 (+5)	13 (+1)
INT	WIS	CHA
18 (+4)	12 (+1)	8 (-1)

Proficiencies (+4 proficiency bonus)

Saving Throws Str +4, Con +5; advantage on saves against being charmed.

Skills Arcana +8, Athletics +4, History +8, Insight +5, Perception +5, Survival +5.

Armor All, shields.

Weapons Simple, martial.

Senses Darkvision, Passive Perception 15

Languages Common, Dwarvish, Draconic, Elvish, Halfling

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 + 10 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.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Indomitable. You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

MARTIAL ARCHETYPE: ELDRITCH KNIGHT

Spellcasting Ability. You have the ability to cast arcane spells. Intelligence is your spellcasting ability for your wizard spells.

ACTIONS

Attack. You can attack twice when you take this action, using the following:
Silvered rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1d8 + 7 piercing damage.

Dart. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 7 piercing damage.

BONUS ACTIONS

War Magic. When you use your action to cast a cantrip, make one weapon attack.

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

Action Surge. Fighter feature.

Spellcasting. Eldritch Knight feature.

Spell Save DC: 16

Spell Attack Modifier: +8

Spell Slots: 1st-level (4), 2nd-level (3)

Eldritch Strike. Eldritch Knight feature.

You use your Intelligence whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You may only learn spells of the abjuration and evocation schools.

Spell Save DC: 16

Spell Attack Modifier: +8

Spell Slots: 1st-level (4), 2nd-level (3)

War Magic. When you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

Eldritch Strike. When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

SPELLBOOK

Cantrips (at-will): *blade ward, fire bolt, shocking grasp, true strike*

1st-level spells: *magic missile, shield, thunderwave*

2nd-level spells: *darkness, scorching ray, shatter*

EQUIPMENT

Silvered rapier, studded leather, dart (50), shield, dagger, scholar's pack, component pouch, fishing tackle, book on fighting techniques (5), spellbook, *potions of healing* (2), vial of antitoxin, riding horse (with bit, bridle, riding saddle, saddlebags), money (85 gp, 5 sp)