

Fighter2

CHARACTER NAME

Fighter 8

CLASS & LEVEL

Forest Gnome

RACE

Knight

BACKGROUND

Lawful evil

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+2

14

CONSTITUTION

+1

12

INTELLIGENCE

+3

16

WISDOM

+0

10

CHARISMA

-1

8

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☒ +5 Strength
- ☐ +2 Dexterity
- ☒ +4 Constitution
- ☐ +3 Intelligence
- ☐ +0 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +3 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☒ +6 History (Int)
- ☒ +3 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +3 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☒ +2 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

19

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 54

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longsword

+5

1d8+2/s

Spear

+5

1d6+2/p

Armor: Half Plate

Shield: Shield

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

All armor, shields, simple weapons, martial weapons.

Languages:

[choose one], Common, Gnomish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Action Surge
--Darkvision (60')
--Extra Attack (2x)
--Fighting Style (Select One)
--Gnome Cunning
--Natural Illusionist
--Position of Privilege
--Second Wind
--Speak with Small Beasts
--Spellcasting
--War Magic
--Weapon Bond

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



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SPELLCASTING
CLASS

INT

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0

CANTRIPS

Fire Bolt (V,S)

Light (V,M)

Minor Illusion (S,M)

3

0

6

0

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☒ Mage Armor (V,S,M)

☒ Magic Missile (V,S)

4

0

7

0

8

0

2

2

☒ Invisibility (V,S,M) (C)

5

0

9

0

SPILLS KNOWN

Features and Magic Items

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Subclasses

Subclass: Eldritch Knight

The archetypal Eldritch Knight combines the martial mastery common to all fighters with a careful study of magic. Eldritch Knights use magical techniques similar to those practiced by wizards. They focus their study on two of the eight schools of magic: abjuration and evocation. Abjuration spells grant an Eldritch Knight additional protection in battle, and evocation spells deal damage to many foes at once, extending the fighters reach in combat. These knights learn a comparatively small number of spells, committing them to memory instead of keeping them in a spellbook.

Features

Action Surge

Source: Fighter

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. 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. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. 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.

Extra Attack (2x)

Source: Fighter

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style (Select One)

Source: Fighter

Select a Fighting Style by choosing in feature_choices:

archery
defense
dueling
great-weapon fighting
protection
two-weapon fighting

Gnome Cunning

Source: Race (Gnome)

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist

Source: Race (Forest Gnome)

You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.

Position of Privilege

Source: Background (Noble)

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Second Wind

Source: Fighter

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Speak with Small Beasts

Source: Race (Forest Gnome)

Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

Spellcasting

Source: Fighter (Eldritch Knight)

You know three 1st-level wizard spells of your choice, two of which you must choose from the abjuration and evocation spells on the wizard spell list.

The Spells Known column of the Eldritch Knight Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

War Magic

Source: Fighter (Eldritch Knight)

Beginning at 7th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

Weapon Bond

Source: Fighter (Eldritch Knight)

At 3rd level, you learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

Magic Items

Spell Descriptions

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Fire Bolt

Evocation Cantrip

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Light

Evocation Cantrip

Casting Time: 1 action

Range: 60 ft

Components: V, M (a firefly or phosphorescent moss)

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 Dexterity saving throw to avoid the spell.

Minor Illusion

Illusion Cantrip

Casting Time: 1 action

Range: 60 ft

Components: S, M (a bit of fleece)

Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object such as a chair, muddy footprints, or a small chest, it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any

other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Mage Armor

Abjuration Level 1

Casting Time: 1 action

Range: Touch

Components: V, S, M (A piece of cured leather)

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

Evocation Level 1

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.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot above 1st.

Invisibility

Illusion Level 2 (concentration)

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (an eyelash encased in gum arabic)

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell. At Higher Levels: When you cast this spell using a spell slot of 3rd level or

higher, you can target one additional creature for each slot level above 2nd.