

Fighter (Eldritch Knight) Acolyte CLASS & LEVEL BACKGROUND PLAYER NAME Dwarf RACE ALIGNMENT **EXPERIENCE POINTS**



+1 Intimidation (Cha)

O _+2 Investigation (Int)

O +2 Nature (Int)

0 Medicine (Wis)

0 Perception (Wis)

O +1 Performance (Cha)

• +3 Persuasion (Cha)

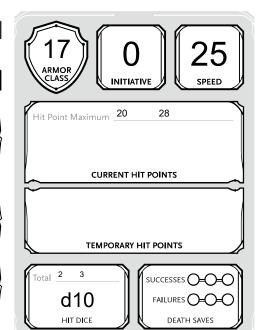
O 0 Sleight of Hand (Dex)

O 0 Stealth (Dex) (Disadv.)

SKILLS

O +2 Religion (Int)

O _0 Survival (Wis)





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	Halberd			+5
	Javelin			+5
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Booming Blade: A target you hit with your halberd on your turn is sheathed in booming energy. If they voluntarily move before the start of your next turn they take an additional 1d8 thunder damage.

Fire Bolt: +5 to hit, range 120, d10 fire damage.

ATTACKS & SPELLCASTING

NUS DAMAGE/TYPE d10+3 d6+3 30/120

WISDOM

10

CHARISMA

PASSIVE WISDOM (PERCEPTION)

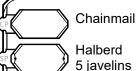
Languages:

- -- Common
- -- Dwarvish

Tools:

-- Mason's Tools

OTHER PROFICIENCIES & LANGUAGES



Explorer's Pack:

- -- Backpack
- -- Bedroll
- Mess Kit
- -- Tinderbox
- -- 10 torches
- -- 50 feet of rope

EQUIPMENT

Darkvision - 60 feet

Dwarven Resilience: You have advantage on saving throws against poison, and you have resistance against poison damage.

Stonecunning: Whenever you make a History check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

- $\hfill\Box$ Second Wind: On your turn, you can use a bonus action to regain hit points equal to 1d10 +your fighter level. Recharges on short rest.
- ☐ Action Surge: On your turn, you can take one additional action. Recharges on short rest

Mage Hand (Cantrip): You use your action to summon a spectral, floating hand within 30ft of you. The hand can manipulate objects but cannot attack or carry objects heavier than 10lb.

□□ 1st Level Spells:

- -- Absorb Elements: When you take elemental damage, you can use your reaction to gain resistance to the triggering damage type until the start of your next turn. The first time you hit with a melee attack on your next turn, the target takes an additional 1d6 damage of the triggering
- -- Earth Tremor: Each creature within 10ft of you must succeed a DC12 Dex saving throw or take 1d6 bludgeoning damage and fall prone. If the ground in the area is loose earth or stone, it becomes difficult terrain.
- -- Shield: When you are hit by an attack, you can use your reaction to add +5 to your AC until the start of your next turn.

FEATURES & TRAITS