

ANTI-MAGE

(CHARACTER NAME)

CLASS: WIZARD

PLAYSTYLE: BRUISER

RACE: _____

DIFFICULTY: MEDIUM

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

1) Common

2)

PERSONALITY:

BONDS:

ALIGNMENT:

FLAWS:

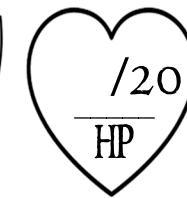
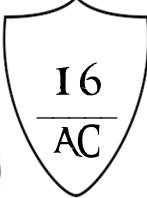
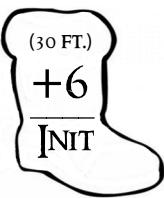
- I
STRENGTH

+ 3
DEXTERITY

+ 2
CONSTITUTION

+ 5
INTELLIGENCE

+ 2 - I
WISDOM CHARISMA



SPECIAL

Arcane Deflection. ∞
As a reaction, when hit by an attack or failing a saving throw, gain +2 AC or +4 to the save against the trigger. On your next turn, you cannot use limited-use abilities.

REACTIONS

Opportunity Attack. ∞
When an enemy exits your melee range, attack it with your *hilt* or *mage slayer*.
Rebuke the Magic. ∞
When a creature in melee range casts a spell, make a melee attack against that creature.

ITEMS

EQUIPMENT:

Main Hand. Sword Hilt.

Off-Hand.

Armor. Anti-Mage Armor.

TOOLS/KITS:

Poisoner's Kit. Vials, mortar and pestle, chemicals, and a stirring rod for crafting and applying poisons.

Hit Dice.

During a short rest (1 hr.), heal yourself for 1d6+2.

BACKPACK:

Scholar's Pack.

- book of lore
- ink, quill, parchment (10)
- bag of sand
- small knife

ATTACKS (+5)

Sword Hilt. ∞
Melee, 1d4+3 bludgeoning.

Mage Slayer. ∞
Melee or Thrown (20/60 ft.), 2d8+3 psychic. On a hit, if the target is holding a spell, the target's spell ends. Must first be activated (see bonus action).

BONUS ACTIONS

Activate Mage Slayer.
Grow a blade of flowing energy from your sword hilt. [Lasts 1 min.]

ABILITIES (DC 13)

Disengage. ∞
Avoid all opportunity attacks this turn.

Poison Spray. ∞
Project a puff of noxious gas from your palm at one creature. [10 ft. range, 1d12 poison (CON save: no dmg)].

Magic Bullet.
Shoot a bullet in a straight line, being stopped by and damaging the first object it hits. [90 ft. range, 3d8 bludgeoning (DEX save: evade)].

FEATURES

Antimagic. You have advantage on saves against spells cast by creatures within 5 ft.
Mage Slayer Recovery. You regain 1 of your *mage slayer* uses after a short rest.