



LANOLIN

Fighter 8 (Eldritch Knight)

CLASS & LEVEL

35,360

EXPERIENCE POINTS

Lawrence Schick

PLAYER NAME

High Elf

RACE

Soldier

BACKGROUND

Greyhawk

CAMPAIGN or PLAYER ID

STR
+1
12

+3 PROFICIENCY BONUS



ARMOR CLASS (AC)
12



INITIATIVE
+5



SPEED
30 ft.

DEX
+5
20

SAVING THROWS

- +4 Strength Saves *
- +5 Dexterity Saves
- +6 Constitution Saves *
- +2 Intelligence Saves
- 1 Wisdom Saves
- +0 Charisma Saves
- * Prof. bonus added

CON
+3
16

SKILLS

- +5 Acrobatics (Dex)
- +2 Animal Handling (Wis) *
- +2 Arcana (Int)
- +4 Athletics (Str) *
- +0 Deception (Cha)
- +2 History (Int)
- 1 Insight (Wis)
- +3 Intimidation (Cha) *
- +2 Investigation (Int)
- 1 Medicine (Wis)
- +2 Nature (Int)
- +2 Perception (Wis) *
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +2 Religion (Int)
- +5 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +2 Survival (Wis) *

INT
+2
15

WIS
-1
8

CHA
+0
10

* Prof. bonus added

12 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons, longbow, longsword, shortbow, shortsword

Tools: one type of gaming set, vehicles (land)

Saving Throws: Strength, Constitution

Skills: Animal Handling, Athletics, Intimidation, Perception, Survival

Languages: Common, Elvish

ENCUMBRANCE

Lifting & Carrying: 180 lbs. max. carrying capacity; 360 lbs. pushing or dragging (speed -5 ft.); 360 lbs. max. lift.



HIT POINTS
76

HIT DICE
8d10

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Extra Attack. When making an Attack action, you may make two attacks rather than one.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 1d8+5 piercing damage.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 1d6+5 slashing damage.

MAGIC & SPECIAL ATTACKS

Fighting Style: Two-Weapon Fighting. Add ability modifier to damage of second weapon's hits.

Poison Spray Cantrip. *Ranged Spell Attack:* Target a creature within 10 ft. that you can see, it must succeed on a DC 13 Constitution saving throw or take 2d12 poison damage. (No damage if made save.)

EQUIPMENT & TREASURE

Carried Gear (PHB, p. 143): shield (AC +2), rapier, hand crossbow and 20 bolts, longbow and 20 arrows, gaming set (playing card set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 22 lbs.; add 1 lb. per 50 coins carried.)

Magic Items (DMG p. 135)
• 2 *potions of healing* (2d4+2 hp)

(a) *Item attuned to character.*

Coins & Gems: 636 gold pieces (gp); 13 silver pieces (sp); 79 copper pieces (cp); 3 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Chaotic Neutral. I follow my shifting whims with little concern about rules or later consequences.

Soldier Background [PHB p. 140]

- **Feature:** Military Rank.
- **Traits:** Mercenary soldier-for-hire. Seductive personality.
- **Ideal:** Prove worth beyond rank.
- **Bond:** Reputation as fearless.
- **Flaw:** Drinks heavily on leave.

High Elf Traits [PHB p. 23]

- Age: 250 years old
- Medium Size (5' 4", 130 lbs.)
- Darkvision (60 feet)
- Fey Ancestry (vs. charm, no sleep)
- Elf Weapon Training (swords, bows)
- Keen Senses (Perception)
- Trance (4 hrs. as 8 hrs. sleep)
- Cantrip (*Poison Spray*)

Fighter Class Features [PHB p. 70]

- Fighting Style (Two-Weapon Fighting)
- Second Wind (regain 1d10+8 h.p.)
- Action Surge (extra action in turn once betw. short rests)
- Weapon Bond (cannot be disarmed)
- Extra Attack (2/attack)
- War Magic (one weapon attack when cantrip used)

Spellcasting [PHB p. 201]

Spell Attack Modifier +5
Spell Save DC 13



Cantrips Known: *Light, Poison Spray, True Strike*

Prepared Spells

1st Level (4 slots): *Mage Armor, Magic Missile, Charm Person, Detect Magic*
2nd Level (2 slots): *Invisibility, Misty Step*