

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