

The Duelist

4th-Level Medium High Elf Fighter

Armor Class 17 (Studded Leather + Shield + Defense fighting style)

Hit Points 36 (4d10 hit dice)

Proficiency Bonus +2

Speed 30 ft.

Languages Common, Elvish, Gnomish, Gnoll, Orc

ABILITY SCORES

Strength 8 (-1); add proficiency bonus to saves

Dexterity 17 (+3)

Constitution 14 (+2); add proficiency bonus to saves

Intelligence 14 (+2)

Wisdom 10 (+0)

Charisma 12 (+1)

ATTACKS

Melee Attack: Rapier (+5 to hit; 1d8 + 3 piercing)

Ranged Attack: Longbow (range 20 ft./60 ft.; +5 to hit; 1d6 + 3 piercing)

SKILLS (add proficiency bonus to related ability checks)

Acrobatics, History, Insight, Persuasion

CANTRIPS

Prestidigitation

EQUIPMENT

Rapier, longbow, 20 arrows, studded leather armor, shield, backpack, fifty feet of hemp rope, healer's kit, mess kit, tinderbox, three torches, five days of rations, waterskin, signet ring, sealing wax, ink, ink pen, 10 sheets of paper, ancient elven arrowhead worn as necklace

Racial Features

Low-Light Vision. You can see in darkness within 60 feet of you as if it were dim light. When you do so, your vision is in black and white.

Keen Senses. You have advantage on Wisdom (Perception) checks.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

Trance. Elves do not need to sleep. Instead, they meditate deeply for 4 hours a day (the Common word for such meditation is “trance”). While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit a

human does from 8 hours of sleep.

Cantrip. You know the *prestidigitation* cantrip, which you can cast at will.

Class Features

Extra Attack. You can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

Action Surge. You can push yourself beyond your normal physical limits. On your turn, you can take an additional action. If you do so, you must take a short rest or a long rest before you use this feature again.

Fighting Style: Defense. While you are wearing armor, you gain a +1 bonus to AC (already factored in).

Second Wind. You can draw upon a well of stamina to protect yourself from harm. As an action, you can gain 1d6 + 4 temporary hit points. These hit points cannot exceed your hit point maximum, and they cannot be regained. If you take damage, these hit points go away first, and they go away after five minutes.

Once you use this feature, you must complete a short rest or a long rest before you use it again.

Combat Superiority. You can pull off exceptional maneuvers in battle. You have three d6 superiority dice. When you hit a creature with a melee attack, you can expend a superiority die to use a maneuver you know. You can use your action to regain a superiority die; you regain all of them when you complete a short or long rest.

Dirty Trick. You throw your target off guard. Roll a superiority die. If your roll is equal to or greater than the target's Wisdom modifier, the next attack roll against the target has advantage. Otherwise, add your roll to the damage of your attack.

Spring Away. After striking, you try to leap away. Roll a superiority die. If your roll is equal to or greater than the target's Dexterity modifier, you can move up to half your speed without provoking opportunity attacks and you can move through the target's space. Otherwise, add your roll to the damage of your attack.

Trip. Roll a superiority die. If your roll is equal to or greater than the target's Strength modifier, you knock the target prone. Otherwise, add your roll to the damage of your attack.

Feat: Fencing Master

When you are wielding a finesse weapon (like a rapier) and another creature hits you with a melee attack, you can use your reaction to add your attack bonus to your AC, potentially causing the attack to miss.

Once on your turn when you use your action to make a melee attack with a finesse weapon, you can make one additional attack with that weapon, but all of the attacks that are part of the action take a -5 penalty to the attack roll.

Background: Noble

You are proficient in the History, Insight, and Persuasion skills (already listed).

Privileged Position: Your noble birth makes people want to think the best of you. You are accepted 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 others of high birth treat you as a member of the same social standing. You can secure an audience with a local noble if you need to.

Spells

You have the following spells available.

Prestidigitation

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range. If you cast this spell multiple times, up to three of its non-instantaneous effects can be active at a time.

- You create a harmless instantaneous sensory effect such as a shower of sparks, puff of wind, or odd odor
- You instantly light or snuff out a small fire
- You instantly clean or soil an item no larger than a cubic foot
- You chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour
- You make a color, small mark, or symbol

appear on a surface for up to 1 hour

- You create a small, nonmagical trinket or an illusory image that lasts until the end of your next turn
- You make a small handheld item invisible until the end of your next turn