



Features

Racial Traits

Half-Orc (+2 Strength, +1 Constitution)

Relentless Endurance: When I am reduced to 0 hit points but not killed outright, I can drop to 1 hit point instead. I can't use this feature again until I finish a long rest.

Savage Attacks: When I score a critical hit with a melee weapon attack, I can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Class Features

Echo Knight, level 3:

• Defense Fighting Style (Fighter 1, PHB 72)

+1 bonus to AC when I'm wearing armor

• Second Wind (Fighter 1, PHB 72) [1d10+3, 1x per short rest]

As a bonus action, I regain 1d10 + fighter level HP; I can use this once per short rest

• Action Surge (Fighter 2, PHB 72) [1x per short rest]

I can take one additional action on my turn on top of my normally allowed actions

• Manifest Echo (Echo Knight 3, EGtW 183)

As a bonus action, I can magically manifest a translucent image of myself within 15 ft

My echo lasts until I dismiss it as a bonus action, I manifest another, or I'm incapacitated. It is also destroyed if it is more than 30 ft away from me at the end of my turn

It has 1 HP, immunity to all conditions, uses my save bonuses, and AC 14 + Prof. Bonus

On my turn as a free action, I can command it to move up to 30 ft in any direction

As a bonus action, I can teleport to swap places with it, at a cost of 15 ft movement

When I use the Attack action on my turn, I can have any attack originate from my echo

I can also make opportunity attacks from the echo's location as if I were in its space

• Unleash Incarnation (Echo Knight 3, EGtW 183) [Constitution modifier per long rest]

When I use the Attack action, I can make one extra melee attack from my echo's position

Background

PERSONALITY TRAITS

I venerate a distinct hero of my faction, and persistently reference that individual's accomplishments and lessons. Nothing can rattle my positive attitude.

IDEAL

Tradition: The age-old institutions of honor and loyalty must be sustained and maintained. (Lawful)

BOND

I will do whatever is necessary to keep my faction safe.

FLAW

My honor code can lead me to naively trust those that claim to belong to my faction.

Feats

FEAT:

FEAT:

FEAT:

FEAT:

FEAT:

Equipment

ADVENTURING GEAR	#	LBS	ADVENTURING GEAR	#	LBS
Backpack, with:	5		Common clothes		3
Copy of seminal faction's text			Badge or emblem of faction		
Crowbar	5		Belt pouch (with coins)		1
Hammer	3		Chain Mail		55
Pitons	10	0.25	Greataxe		7
Torches	10	1	Halberd		6
Tinderbox			Light Crossbow		5
Rations, days of	10	2	Crossbow bolts	20	0.08
Waterskin		5			
Hempen rope, feet of	50	0.2			

ATTUNED MAGICAL ITEMS (MAX 3)

Subtotal	61,5	Subtotal	78,5
CARRYING CAPACITY	255 lb	PUSH/DRAZ/LIFT	256 - 510 lb
	STR x 15 - 30	SPEED = 5 FT	140 lb
PLATINUM = 10 GP	GOLD = 10 SP	ELECTRUM = 5 SP	SILVER = 10 CP
15			COPPER
GEMS AND OTHER VALUABLES:		LIFESTYLE: Modest	DAILY PRICE: 1 gp

Background Feature

Safe Haven

As a faction agent, I have access to a secret network of support and operatives who can provide assistance on my adventures. I know secret signs and passwords to identify such operatives, who can provide me with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives or identity for me.



Proficiencies

ARMOR: LIGHT MEDIUM HEAVY SHIELDS OTHER:

WEAPONS: SIMPLE MARTIAL OTHER:

Languages

Common

Elvish

Draconic

Orc

Tools & Others



Status

Exhaustion

LEVEL	EFFECT (CUMULATIVE)
1	<input type="checkbox"/> Disadvantage on Ability Checks
2	<input type="checkbox"/> Speed halved
3	<input type="checkbox"/> Disadvantage on Attack Rolls and Saving Throws
4	<input type="checkbox"/> Hit Point maximum halved
5	<input type="checkbox"/> Speed reduced to 0
6	<input type="checkbox"/> Death

FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1, PROVIDED THAT YOU ALSO INGESTED SOME FOOD AND DRINK.

Conditions

- Blinded**
Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.
- Charmed**
Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.
- Deafened**
Fail checks involving hearing.
- Frightened**
Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.
- Grappled**
Speed drops to 0, regardless of any bonus.
- Incapacitated**
Can't take actions or reactions.
- Invisible**
Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.
- Paralyzed**
Incapacitated. Can't move or speak. Fail Strength and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

- Petrified**
Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.
- Poisoned**
Disadvantage on attack rolls and ability checks.
- Prone**
Crawl (at $\frac{1}{2}$ speed) or stand up (costs $\frac{1}{2}$ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.
- Restrained**
Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.
- Stunned**
Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.
- Unconscious**
Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.



Combat Rules

Dash	Action	Gain your speed as extra movement for this turn.
Disengage	Action	Your movement doesn't provoke opportunity attacks for this turn.
Dodge	Action	Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn.
Escape	Action	Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.
Help	Action	Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.
Hide	Action	Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.
Overrun*	Action or Bonus Action	Move through opponent's space once by winning opposing Str (Athletics) check. Advantage if you are larger and disadvantage if you are smaller.
Ready	Action	Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readying a spell requires concentration.
Search	Action	Search for something with a Wis (Perception) or Int (Investigation) check.
Tumble*	Action or Bonus Action	Move through opponent's space once this turn by winning opposing Dex (Acrobatics) check.
Use Object	Action	You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).
Disarm*	Attack	Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is held by two hands. A larger opponent has advantage, smaller has disadvantage.
Grapple	Attack	With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.
Mark*	Melee Attack	Mark target of a melee attack. Next opportunity attack against the mark before the end of your next turn has advantage and doesn't use a reaction.
Shove	Attack	Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side.*
Move Grappled	Move	Bring grappled opponent along as part of your move. You move at half speed unless the opponent is two or more sizes smaller than you.
*This action is an optional rule introduced in the Dungeon Master Guide (and is therefore not eligible in Adventurer's League play).		
Half Cover		Gain +2 to AC and +2 to Dex saving throws.
Three-Quarters Cover		Gain +5 to AC and +5 to Dex saving throws.
Total Cover		Can't be targeted directly by attack or spell. Some spells can reach you by including you in its area of effect.

*This action is an optional rule introduced in the Dungeon Master Guide (and is therefore not eligible in Adventurer's League play).

 Magic Items

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Extra Equipment

Other Holdings



Background



Allies & Organizations



Character Portrait



Organization Symbol



Echo

ABILITY	MODIFIER	SAVING THROW
STR STRENGTH	+5	
Dex DEXTERITY	0	
CON CONSTITUTION	+5	
INT INTELLIGENCE	0	
WIS WISDOM	+1	
CHA CHARISMA	-1	
 Senses		 PASSIVE PERCEPTION
undefined		

 Skills

<input type="checkbox"/> Acrobatics	<input type="checkbox"/> Medicine
<input type="checkbox"/> Animal Handling	<input type="checkbox"/> Nature
<input type="checkbox"/> Arcana	<input type="checkbox"/> Perception
<input type="checkbox"/> Athletics	<input type="checkbox"/> Performance
<input type="checkbox"/> Deception	<input type="checkbox"/> Persuasion
<input type="checkbox"/> History	<input type="checkbox"/> Religion
<input type="checkbox"/> Insight	<input type="checkbox"/> Sleight of Hand
<input type="checkbox"/> Intimidation	<input type="checkbox"/> Stealth
<input type="checkbox"/> Investigation	<input type="checkbox"/> Survival



Features

- Condition Immunities: all conditions.
- Echo: The echo is a magical, translucent, gray image of its creator that that doesn't act and has no turn in combat. It lasts until it is destroyed, dismissed, another is manifested, or its creator is incapacitated. The echo is also destroyed if it is ever more than 30 ft away from its creator at the start of its creator's turn.



Proficiency Bonus

Name: _____ Gender: _____ Age: _____
Race: Echo Size: Medium Type: Echo
Height: _____ Weight: _____ Alignment: _____

Attacks

ATTACK / DESCRIPTION	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE



DEX MIS

fly 30 ft (hover)

 Health



 Traits

- **Swap Place:** The echo's creator can, as a bonus action, teleport, magically swapping places with the echo at a cost of 15 feet of the creator's movement, regardless of the distance between the two.
- **Attack Origin:** When the echo's creator takes the Attack action on their turn, any attack they make with that action can originate from the echo's space. This choice is made for each attack separately.

In addition, when a creature that the echo's creator can see within 5 ft of the echo moves at least 5 ft away from it, its creator can use their reaction to make an opportunity attack against that creature as if its creator was in the echo's space.

 Notes



Companion's Appearance

Equipment