

Grey

CHARACTER NAME

Echo Knight Fighter - 10 Outlander

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Earth Genasi

Neutral Good

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

18

+4

DEXTERITY

12

+1

CONSTITUTION

20

+5

INTELLIGENCE

8

-1

WISDOM

13

+1

CHARISMA

10

+1

INSPIRATION

+4

PROFICIENCY BONUS

- +8 Strength
- Dexterity
- +9 Constitution
- Intelligence
- Wisdom
- Charisma

SAVING THROWS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- +8 Athletics (Str)
- Deception (Cha)
- History (Int)
- +5 Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +5 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- DIS Stealth (Dex)
- +5 Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

Common - Primordial

Musical Instrument: Piano

OTHER PROFICIENCIES & LANGUAGES

16

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum

114

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

10d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Maul

+8

2d6 + 4 B

Greatsword

+8

2d6 + 4 S

Shadow Martyr

- Make your Echo throw itself in front of an attack directed at another creature you can see. Before the attack roll is made, use REACTION to teleport echo to a space within 5 ft of the targeted creature. The Attack roll that triggered the reaction is made against the Echo instead.

Once per short/long rest

ATTACKS & SPELLCASTING

Chain Mail

Hunting trap

Trophy animal

Traveler's Clothes

10

EQUIPMENT

I watch over my friends as if they were a litter of newborn pups

PERSONALITY TRAITS

It is each person's responsibility to make the most happiness for the whole tribe

IDEALS

I suffer awful visions of a coming disaster and will do anything to prevent it.

BONDS

There's no room for caution in a life lived to the fullest.

FLAWS

Great Weapon Fighting

- When you roll a 1 or 2 on a damage die for an attack made with a two-handed melee weapon, can reroll that die. Must take the new roll.

Second Wind

- Can use a bonus action to regain HP equal to 1d10 + Fighter level. Must finish a short/long rest before use again.

Action Surge

- Take an additional action on your turn. Must finish short or long rest before using again.

Manifest Echo

- Bonus action create a translucent gray image within 15 ft. It has AC 14 + PROF Bonus and 1 HP. Saves same as you.

- Can move it up to 30' in a direction (no action needed). Cannot move 30' away.

- Bonus action to teleport and swap places at a cost of 15' of movement.

- Taking attack action on your turn can originate from you or the echo

- Can use Reaction to attack a creature moving away from your echo.

Unleash Incarnation

- Whenever take an attack action can make one additional Melee attack from the echo's position. Can use number of times equal to CON modifier per long rest

Extra Attack

- Can attack twice when you take the attack action on your turn.

Echo Avatar

- Transfer your consciousness to your echo. As an action, see through echo's eyes / ears... you are deafened and blinded during this time. Lasts for 10 minutes or end any time. Echo can travel 1000 feet away with this ability without destroyed.

INDOMITABLE

- Reroll a saving throw if you fail. Must take new roll. Once per long rest

FEATURES & TRAITS



22	5'9	210
AGE	HEIGHT	WEIGHT
Black	Grey	Black
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

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SYMBOL

**Outlander Background:**  
 Excellent memory of maps and geography. Can always recall general layout of terrain, settlements and other features around you.

Can find food and fresh water for yourself and up to five other people each day if the land offers this.

Bounty Hunter

CHARACTER BACKSTORY

**Earth Genasi Abilities:**

**Earth Walk:** Move across difficult terrain of earth and stone without expending extra movement.

**Cast Pass without Trace** once per day.  
 Action. Concentration. 1 hour  
 - a veil of shadows and silents radiates from you, masking you and companions from detection. Each creature you choose within 30 ft has a +10 bonus to DEX (Stealth) and can't be tracked except by magical means. A creature receiving this bonus leaves no tracks behind or sings of passage.

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Lined area for cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

PREPARED SPELL NAME

2

Lined area for spells

3

Lined area for spells

4

Lined area for spells

5

Lined area for spells

6

Lined area for spells

7

Lined area for spells

8

Lined area for spells

9

Lined area for spells

SPELLS KNOWN