



Arcane Archer
Fighter

CHARACTER NAME
Soldier

BACKGROUND
Human

SPECIES

Fighter

CLASS
Arcane Archer

SUBCLASS

3

LEVEL

XP

ARMOR CLASS

16

SHIELD

HIT POINTS

CURRENT

TEMP
28

MAX

HIT DICE

SPENT
3x d10

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

+4

18

MODIFIER

SCORE

INITIATIVE

+5

SPEED

30

SIZE

M

PASSIVE PERCEPTION

12

STRENGTH

+1

12

MODIFIER

SCORE

☒ 3 Saving Throw

☒ 3 Athletics

☐ 4 Saving Throw

☒ 6 Arcana

☒ 6 History

☒ 6 Investigation

☐ 4 Nature

☐ 4 Religion

DEXTERITY

+3

16

MODIFIER

SCORE

☐ 3 Saving Throw

☒ 5 Acrobatics

☐ 3 Sleight of Hand

☐ 3 Stealth

WISDOM

+2

14

MODIFIER

SCORE

☐ 2 Saving Throw

☐ 4 Animal Handling

☐ 2 Insight

☐ 2 Medicine

☐ 2 Perception

☐ 2 Survival

CONSTITUTION

+2

15

MODIFIER

SCORE

☒ 4 Saving Throw

CHARISMA

0

10

MODIFIER

SCORE

☐ 0 Saving Throw

☐ 0 Deception

☒ 2 Intimidation

☐ 0 Performance

☐ 0 Persuasion

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

☒ Light

☒ Medium

☒ Heavy

☒ Shields

WEAPONS

TOOLS

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Longbow	+7	1d8+3 piercing	80/320, Slow: reduce Speed 10 feet until start of your next turn
Hand crossbow	+7	1d6+3 piercing	30/120, Vex: Adv next attack; Light: bonus action attack
Shortsword	+5	1d6+3 piercing	Vex: Advantage on next attack; Light: extra bonus action attack
Spell DC	14		

CLASS FEATURES

Second Wind: 2x per short/long rest heal 1d10+3

Action Surge: 1x per short/long rest, take one additional action.

Weapon mastery - Longbow, shortsword, hand crossbow

Tactical Mind: 2x per short rest, use second wind to add 1d10 to a failed ability check.

Banishing Arrow: 2x per short rest. Abjuration magic to banish target to a harmless location in the Feywild until of the their next turn, if they fail Charisma save.

Shadow Arrow: 2x per short rest. Illusion magic to hit with extra 2d6 psychic damage, Wisdom saving throw or be unable to see anything farther than 5 ft.

Arcane Archer Lore: Learn Arcana and Prestidigitation.

SPECIES TRAITS

Resourceful: Heroic inspiration after long rest.

Skillful: Gain one extra skill.

Versatile: Gain extra origin feat.

FEATS

Fighting Style: Archery, +2 bonus to ranged weapons (added above)

Alert: add proficiency to initiative (already added above). Swap initiative order with one ally.

Magic Initiate Cleric: Two cantrips (Int). Cast one level 1 spell per long rest.

[illegible]

LANGUAGES	
Common	

COINS				
CP	SP	EP	GP	PP
			20	

SPELLBOOK

CANTRIPS

GUIDANCE

level 0 - divination

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

PRESTIDIGITATION

level 0 - transmutation

Casting Time: Action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

You create a magical effect within range. Choose the effect from the options below. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

Sensory Effect. You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.

Fire Play. You instantaneously light or snuff out a candle, a torch, or a small campfire.

Clean or Soil. You instantaneously clean or soil an object no larger than 1 cubic foot.

Minor Sensation. You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.

Magic Mark. You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.

Minor Creation. You create a nonmagical trinket or an illusory image that can fit in your hand. It lasts until the end of your next turn. A trinket can deal no damage and has no monetary worth.

PRODUCE FLAME

level 0 - conjuration

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: 10 minutes

A flickering flame appears in your hand and remains there for the duration. While there, the flame emits no heat and ignites nothing, and it sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The spell ends if you cast it again. Until the spell ends, you can take a Magic action to hurl fire at a creature or an object within 60 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 Fire damage.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

LEVEL 1

BANE

level 1 - enchantment

Casting Time: Action

Range: 30 feet

Components: V, S, M (a drop of blood)

Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must each make a Charisma saving throw. Whenever a target that fails this save makes an attack roll or a saving throw before the spell ends, the target must subtract 1d4 from the attack roll or save.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.