

Vharguk 'the Unbreakable'

Level	5	Race	Half Orc
Gender	Male	Class	Eldritch Knight
Age	26	Alignment	Lawful Good
Eyes	Black	Height	201 cm
Hair	Black	Weight	94 kg
Languages	Common, Half-Orcish		

	STR	CON	DEX	INT	WIS	CHA
<i>Ability</i>	12	15	19	17	8	10
<i>Modifier</i>	+1	+2	+4	+3	-1	+0
<i>Modifier + Level</i>	+6	+7	+9	+8	+4	+5
<i>Initiative</i>			+13			

AC	19
PD	18
MD	16
<i>Save Bonusses</i>	+0

Basic Melee		
Attack	Hit	Miss
+9	5d6+8	5 or 13

Basic Ranged		
Attack	Hit	Miss
+9	5d6+8*	-

HP	72
Recov.	8
<i>Recovery Roll</i>	5d8 + 4

One Unique Thing

Father was an Orc, mother an Elf

Icon Relationships

The Archmage (Positive, 2 points)

The Orc Lord (Conflicted, 1 point)

The Elf Queen (Conflicted, 1 point)

Backgrounds

Harsh Orc Upbringing (2 points)

City Guard (1 point)

Special Forces of the Archmage (5 points)

Racial Power

Lethal

Once per battle, reroll a melee attack and use the roll you prefer as the result.

Talents

Weapon Finesse

You can use Dexterity for melee attacks with one-handed weapons in place of Strength.

In addition, whenever you roll a natural even on an attack during your turn, you gain a bonus to disengage checks equal to the current escalation die until the start of your next turn.

Sigil Mastery

You gain one sigil of your level or lower. In addition, you can use sigils against nearby targets instead of engaged targets.

Talent for Magic

You can use one of your eldritch knight spell choices to choose any spell of your level or lower from the class you chose to access magic from (see Access to Magic). You only get one such equal-level class spell at a time; all others have to be purchased using the 2-level penalty in the Access to Magic class feature describe above.

Class Features

Access To Magic

Choose another spellcasting class (Wizard). Starting at 3rd level, you can take a spell from that class in place of an eldritch knight spell that is 2 levels higher than it. For example, you can take a 1st level sorcerer spell in place of a 3rd level eldritch knight spell.

Warrior's Skill

You can take a fighter flexible manoeuvre of your level or lower in place of an eldritch knight spell. This replaces one of your existing eldritch knight spells. You can even take all the feats related to the flexible manoeuvre you took to reach its maximum potential.

Feats

Talent for Magic

(Champion Feat)

You gain a bonus spell of your level or lower from the class you chose to access magic from.

Talent for Magic

(Adventurer Feat)

You can use intelligence as the ability score for the attack and damage of all the spells acquired from a different class. In addition, you gain one cantrip of your choice from the class you chose for this talent; you can cast this cantrip at-will.

Improved Initiative

(Adventurer Feat)

Gain a +4 bonus to initiative checks.

Sigils

(Adventurer Feat)

After each daily heal-up choose up to two sigils that you know. Until your next daily heal-up, they become close quarters spells.

Burning Sigil

(Adventurer Feat)

Weapons or ammunition that you use this sigil on will inflict ongoing fire damage equal to your Intelligence modifier each time you hit with it.

Powers, Spells & Sigils

Precision Attack

(1st Level Fighting Manoeuvre)

Flexible Melee Attack

(3rd level Spell slot), from 'Warrior's Skill' Class Feature

Triggering Roll: Any natural even miss

Effect: Add the double of your Dexterity modifier to the miss damage

Make 'Em Flinch

(3rd Level Fighting Manoeuvre)

Flexible Ranged Attack

(3rd level Spell slot), from 'Warrior's Skill' Class Feature

Triggering Roll: Any hit with a natural 16+

Effect: You gain a bonus to the damage roll equal to double your Dexterity Modifier

Burning Sigil **(1st Level Sigil)**

Close-quarters spell *(5th level Spell slot)*
Quick Action, Sigil
Target: One nearby enemy
Attack: Intelligence + Level vs. PD
Hit: 10 ongoing fire damage (save ends).
Until the target saves against the spell, you can release it as a standard action
Release: The target immediately saves from the spell and takes 10d12 fire damage and 15 ongoing fire damage (hard save ends, 16+)
Miss: 10 ongoing fire damage (save ends).

Warding Sigil **(1st Level Sigil)**

Close-quarters spell *from 'Sigil Mastery' talent*
Quick Action, Sigil
Target: You or one nearby ally
Effect: Target gains +2 AC until either the spell is released or the end of battle.
While the spell is in effect, you can release it as a free action when the target is hit by an attack
Release: The normal benefits of this spell ends, and the target takes no damage from the attack. The attacker also takes half damage from the attack.

Acid Arrow (Wizard Spell) **(1st Level Spell)**

Ranged Spell *(5th level Spell slot)*
Daily
Target: One nearby or far away creature
Attack: Intelligence + Level vs. PD
Hit: 8d10 acid damage and 15 ongoing acid damage.
Miss: 15 going acid damage and you regain the spell during the next quick rest

Denial (Wizard Spell) **(5th Level Spell)**

Ranged Spell *from 'Talent for Magic - Champion Feat'*
Daily
Target: 1d4 nearby enemies in a group
Attack: Intelligence + Level vs. MD
Hit: 9d10 psychic damage, and the target is hampered until the end of your next turn.
Hampered: You can only make basic attacks, no frills. You can move normally.
Miss: Half Damage.

Light (Wizard Cantrip) **(Cantrip)**

Standard duration *from 'Talent for Magic - Adventurer Feat'*
This Cantrip creates a fairly wide and consistent field of light, up to 30 feet in diameter. It could just be a glow from your staff, or small light elementals flitting in quick circles around you. The created light isn't bright enough to dazzle anyone or send underworld dwellers into seizures.

Arcane Mark (Wizard Cantrip) **(Cantrip)**

Standard duration *from 'Access to Magic' Class Feature*
The cantrip creates a magical sigil on an object or person. Wizards swear that all their arcane marks are visible to everyone, but people foolish enough to play cards with wizards should beware. (A deliberately invisible mark is a hard perception or magic check to notice.)

Magical Items

Dwarven Torch

A torch. Shines a Magical light and makes things visible that were not.

Scroll of the Seven Subtle Serpents

(Scroll)

Recharge 6+

Those who master the obscure wording, intricate art, and mystic symbolism of this scroll find themselves exceptionally deft and adroit in melee. When you make a melee attack based on Dexterity, Intelligence, or Wisdom, evoke a special ability of your choice. Pick the ability from one of the following options after seeing whether the attack is a hit.

- ⊕ Deal +2d8 damage on a hit.
- ⊕ Deal +1d4 damage on a miss.
- ⊕ Pop free from one enemy.
- ⊕ Gain 3d8 temporary hit points.
- ⊕ Roll a save against an ongoing save ends effect.

Quirk: Always in constant motion, or swaying gently when still

Other

Equipment

Shortsword

Light Crossbow + Bolts

Leather Armor

308 Gold pieces

Ceremonial Dagger

SIGILS - How they work

Most of the eldritch knight's spells come in the form of sigils.

Like runes, sigils grant magical effects to items and weapons. However, eldritch knight are able to release the hidden potential of their magic.

When using a sigil, you first spend a quick action to imbue these sigils on an item or a creature. Once imbued, at any point during the encounter you can then either dismiss them as a quick action or release the true power of these sigils, usually as a standard action. Once released, you can only regain your sigil after a daily heal-up.

Sigils normally disappear after 5 minutes or at the end of battle (whichever comes first), and can be used again later in the day if you imbue them but don't release them. You can only have one sigil active at any given time.

Sigils imbued on enemies can be resisted by them, and thus are usually save end sigils.

Dismissing the imbued spell causes the enemy to automatically save against the effects of the sigil with no side effects.