

Yeoﬀ “Hawkeye” Revictus III

10th LEVEL FIGHTER

HIT POINTS: 80

ARMOR CLASS: 18

MOVE: 6

STRENGTH: +2 (14)

DEXTERITY: +5 (20)

CONSTITUTION: +2 (14)

INTELLIGENCE: +1 (12)

WISDOM: +0 (10)

CHARISMA: +1 (12)



PROFICIENCY BONUS: +4

SAVING THROWS: Strength & Constitution- adds proficiency bonus to these saves

FEATS: Sharpshooter (ignores cover and range, allows you to make “the bet”)

SKILLS: Stealth, Survival, Acrobatics, Disguise, Sleight of Hand (adds proficiency to rolls)

PROFICIENCIES: Disguise Kit, Forgery Kit

CHARLATAN BACKGROUND: Yeoﬀ traveled from town to town, grifting for rubes to beat in archery competition. He is the scion of a wealthy family, and is tasked with helping Mordenkainen or else risk losing his inheritance.

COMBAT STEPS

On your turn of combat, follow these steps in order:

- MOVE UP TO 6”
 - OR MOVE UP TO 12” AND END YOUR TURN THERE
- CHOOSE A TARGET OR TARGETS
- CHOOSE IF YOU WANT TO TAKE THE BET
 - THE BET: Subtract 5 to hit and add 10 to damage
- ROLL THE DICE
- CRITICAL HIT ON EACH 19 OR 20 (ADD AN EXTRA DIE OF DAMAGE)
- ADD +11 TO THE ATTACK ROLL (+9 IF MELEE)
 - ON A HIT ADD +5 TO DAMAGE
- DECIDE IF YOU WANT TO USE SECOND WIND AND/OR ACTION SURGE

Class Features

Champion Martial Archetype

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous Training with physical excellence to deal devastating blows. They vault across the battlefield, moving quickly and cutting down foes.

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. Once per battle on Your Turn, you can use a Bonus Action to regain Hit Points equal to 1d10 + your Fighter level.

Action Surge

You can push yourself beyond your normal limits for a moment. Once per battle on Your Turn, you can take one additional action on top of your regular action and a possible Bonus Action.

Indomitable

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a Long Rest.

Inventory

Longbow and arrows Green camouflage cloak Green studded leather armor (AC 12) Jaunty green cap Rapier and buckler (For close up fighting)	Dagger Three small throwing knives (To Show Off) Whip (Even More Showing Off) A set of fine clothes A belt pouch containing ~150 gold coins
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- A signet ring of the noble house of Revictus
- Forgery Kit (This small box contains a variety of papers and parchments, pens and inks, seals and Sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents)
- Disguise kit (A pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance)
- An explorer's pack (Backpack, bedroll, mess kit, tinderbox, ten torches, ten days rations, waterskin, 50' hempen rope)
- A sack of quality food ingredients such as fine dry cheeses, dried meats, and an array of savory and rare spices