



Knight-Sorcerer

Health Levels: 3

AC: 18 (Heavy Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Strength

Skills (+5): Arcana, Insight

Saves (+6): Strength, Constitution

- **Melee Weapon Attack:** +6 to hit, 1d8+4 slashing damage
- **Shield** (3 per day): Reaction, +5 to your AC, no damage from magic missile, 1 round duration.



Exarch

Health Levels: 3

AC: 13 (Light Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Charisma

Skills (+5): History, Nature

Saves (+6): Wisdom, Charisma

- **Eldritch Blast:** +6 to hit, 120 ft. range, 1d10 force damage.
- **Blink** (3 per day): Roll a d20 at the end of each of your turns for 1 min. On an 11 or higher, the Exarch vanishes from the current plane of existence and appears in the Ethereal Plane. At the start of the Exarch's turn and when the spell ends, you return to an unoccupied space within 10 ft. While on the Ethereal plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything more than 60 ft. away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive or interact with you.



Seer

Health Levels: 3

AC: 13 (Light Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Intelligence

Skills (+5): Insight, Investigation

Saves (+6): Intelligence, Wisdom

- **Fire Bolt:** +6 to hit, range 120 ft., 1d10 fire damage. A flammable object hit by the spell ignites if it isn't being worn or carried.
- **Hold Person** (3 per day): A target within 60 ft. must succeed on a DC 12 WIS saving throw or be paralyzed for 1 min. with concentration. At the end of each of its turns, the target can make another WIS saving throw, ending the spell on a success.