

Karzark Fistspeaker

Class: [Fighter \(Echo Knight\)](#), Level 6

Species: [Orc](#) (MotM)

Background: [Outlander](#)

Feats: [Crusher](#), [Great Weapon Master](#)

ABILITY	STR	DEX	CON	INT	WIS	CHA
Score	18	12	14	8	14	10
Modifier	+4	+1	+2	-1	+2	+0
Saving Throw	+7	+1	+5	-1	+2	+0

SKILL	MODIFIER
Acrobatics	+1
Animal Handling	+2
Arcana	-1
Athletics	+7
Deception	+0
History	-1
Insight	+5
Intimidation	+0
Investigation	-1
Medicine	+2
Nature	-1
Perception	+5
Performance	+0
Persuasion	+0
Religion	-1
Sleight of Hand	+1
Stealth	+1
Survival	+5

FIGHTER

Fighting Style

Interception: When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

ECHO KNIGHT

Manifest Echo

At 3rd level, you can use a bonus action to magically manifest an echo of yourself in an unoccupied space you can see within 15 feet of you. This echo is a magical, translucent, gray image of you that lasts until it is destroyed, until you dismiss it as a bonus action, until you manifest another echo, or until you're incapacitated.

Your echo has AC 14 + your proficiency bonus, 1 hit point, and immunity to all conditions. If it has to make a saving throw, it uses your saving throw bonus for the roll. It is the same size as you, and it occupies its space. On your turn, you can mentally command the echo to move up to 30 feet in any direction (no action required). If your echo is ever more than 30 feet from you at the end of your turn, it is destroyed.

- As a bonus action, you can teleport, magically swapping places with your echo at a cost of 15 feet of your movement, regardless of the distance between the two of you.
- When you take the Attack action on your turn, any attack you make with that action can originate from your space or the echo's space. You make this choice for each attack.
- When a creature that you can see within 5 feet of your echo moves at least 5 feet away from it, you can use your reaction to make an opportunity attack against that creature as if you were in the echo's space.

Unleash Incarnation

At 3rd level, you can heighten your echo's fury. Whenever you take the Attack action, you can make one additional melee attack from the echo's position.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CRUSHER

You are practiced in the art of crushing your enemies, granting you the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- Once per turn, when you hit a creature with an attack that deals bludgeoning damage, you can move it 5 feet to an unoccupied space, provided the target is no more than one size larger than you.
- When you score a critical hit that deals bludgeoning damage to a creature, attack rolls against that creature are made with advantage until the start of your next turn.

GREAT WEAPON MASTER

You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

ORC

Adrenaline Rush

You can take the Dash action as a bonus action. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. Whenever you use this trait, you gain a number of temporary hit points equal to your proficiency bonus.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Powerful Build

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Relentless Endurance

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this trait, you can't do so again until you finish a long rest.

OUTLANDER

Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.