

Quarterstaff. +2. 1d6 -1 bludgeoning Eldritch Blast. 2d10+10 force +8 (roll for each "ray" that deals 1d10+5 damage each) Scorching Ray +8 3 rays, 2d6 fire each (no save, no attack roll), concentration, single target, takes a bonus action to cast, imposes disadvantage on one type of "ability check" for the target (not attack rolls, not saving throws), and you deal an additional 1d6 of necrotic damage to the target on each of your hits.

Aid heal +5 hp *(level-1) Mirror Image (no concentration, helps avoid getting hit)

See page 3 for all spellcasting.

ATTACKS & SPELLCASTING

Warlock spell slots: (this is where the revision takes place) you have a number of spell slots equal to min(ceil(level/2), 5) which are all the same level of spell slot = 1+floor(level/3), thus at the start of this game you have 3 level 2 spell slots.

You regain all spell slots on a short or long rest You know up to 1+warlock level spells that you can choose one on each level up and replace one with another every time you level up.

Pack boon: Pact of the Tome.

Invocations: Agonizing Blast (Eldritch Blast add your charisma modifier to each damage roll), Mask of Many Faces (cast Disguise Self at will) Pact of the Tome: Book of Ancient Secrets: you can cast ritual spells and can write down more in your book of Shadows;

Genie: Efreeti features: you have an oil lamp that you can go inside once per long rest as an action and be inside a 20 ft by 20 ft room for up to 6 hours or until you leave as a bonus action. If the lamp is destoryed, everything in it appears harmlessly outside.

Verdan features:

Reroll 1 or 2 on a hit die of healing when taking a short rest.

You can telepathically speak simple ideas with anyone within 30 feet of you ("Limited Telepathy").

Advantage on all Wisdom and Charisma savin throws.

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

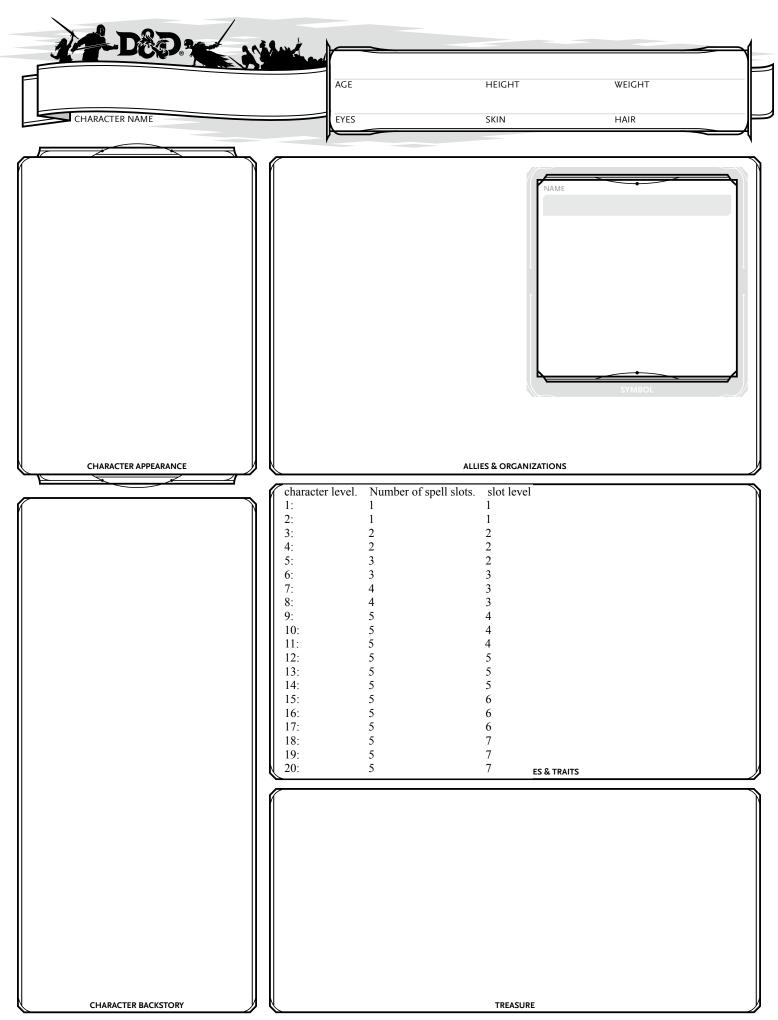
Weapons: Simple Weapons
Languages: Common, Goblin,

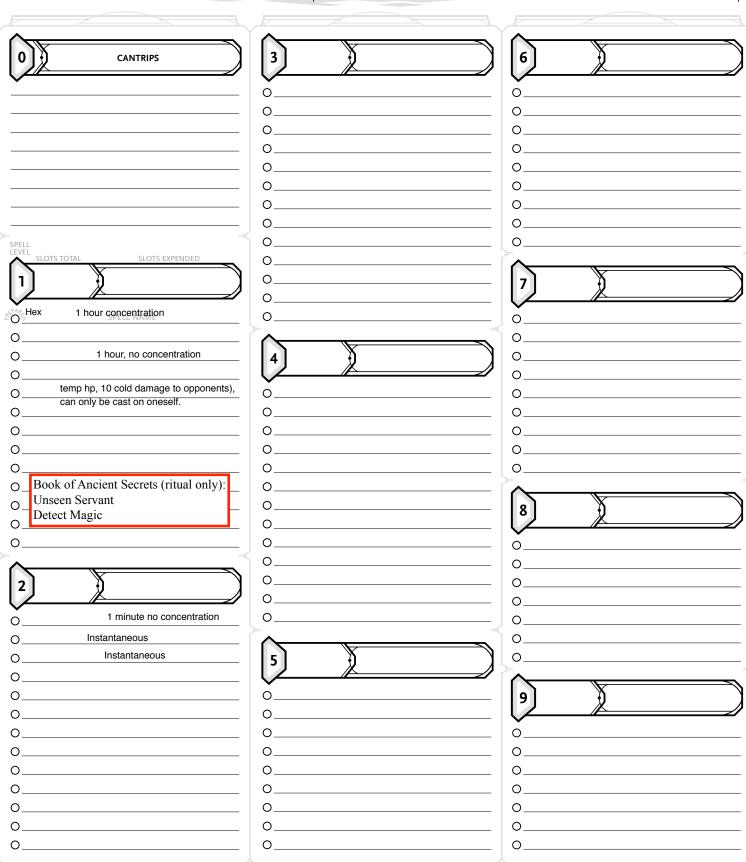
Tools: Healer's Kit, artisan's tools

Draconic, Sylvan

OTHER PROFICIENCIES & LANGUAGES







Selesnya Initiate Spells (these are Warlock spells for you): Cantrips: druidcraft, friends

1st: animal friendship, charm person
2nd: aid, animal messenger, calm emotions, warding bond
3rd: Plant growth, speak with plants

4th: Aura of Life, conjure minor elementals

5th: Awaken, Commune with Nature

Common Actions (do one of these things during your action instead of attack):

- 1. Dash: you gain extra movement equal to your speed for that round.
- 2. Disengage: you can move away from hostile creatures while avoiding opportunity attacks (which require those opponents to use their reaction to make an attack)
- 3. Dodge: while you have speed left and are not incapacitated, you have advantage on dexterity saving throws (roll the d20 twice and take the higher number), and attacks against you have disadvantage (roll the d20 twice and take the lower number).
- 4. Help: while within 5 ft of a creature, you can give that creature advantage on one ability check or attack.
- 5. Hide: make a Dexterity (Stealth) check to try to beat the passive perception of creatures. You can only do this while the creatures you are hiding from are unable to see you. Attacks you make from being unseen have advantage. Attacks against you towards where you actually are are at disadvantage, and attacking where an unseen target is not is an attack that automatically misses.
- 6. Search: depending on what kind of thing you are looking for, I will either ask you to make a Wisdom (Perception) check, or an Intelligence (Investigation) check as you devote your attention to finding something.
- 7. Use an object, you can do something simple with one object for free (like drawing a sword), but to use an additional object or to do something that requires more time or care will require you to use your action.

Miscellaneous things to do on your turn:

- * Going Prone: It is free to do (doesn't cost action, bonus action, movement or reaction), it imposes disadvantage on ranged attacks from more than 5 feet away and imposes disadvantage on your own attacks rolls while you are prone, but it gives advantage on attacks against you to attackers within 5 ft of you. It takes 1/2 of your movement in order to stand back up (as in, you must have at least 15 ft of movement left to get back up, more if you have other bonuses to your speed).
- * Ready action: you use your action and your reaction to do just ONE thing you could do as an action when a triggering event happens during the 6 seconds (this is very useful for archers in order to hit someone at the moment that someone drops invisibility during the course of making an attack or casting a spell (standard for the 2nd level Invisibility spell) or for a ranged attack on someone as soon as they get up from being prone).
- * Grapple: Takes 1 action. You make a Strength (Athletics) check against someone in melee, that person makes a competing check of 1d20+max(Strength (Athletics) modifier, Dexterity (Acrobatics) modifier). If the competing check fails, then the grappled target's speed is reduced to 0 and can't benefit from any feature that increases speed unless they use their action to break free of the grapple (same check) or the grappling effect (or creature) is destroyed.