

ATK BONUS DAMAGE/TYPE Short sword (pact) +8. 1d6+ 5 slashina Eldritch Blast. +8 2d10+10 force (roll for each "ray" that deals 1d10+5 damage each). Sheild (1 reaction to cast, increase AC by 5 for the rest of that round) Aid (1 action to cast), +5hp Heroism (1 action, 1 minute con) immunity to frightened, +5 temp hp at start of every turn. 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 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. Took Warcaster as a feat (allows holding a sword in one hand, shield in the other and casting a spell with a somatic component, along with advantage on constitution saving throws to maintain concentration and the ability to cast Eldritch Blast as an Opportunity Attack (uses a reaction)).

Pack boon: Pact of the Blade.

Invocations: Agonizing Blast (Eldritch Blast adds your charisma modifier to each damage roll), Devil's Sight (see normally to 120 ft through magical and nonmagical darkness);

Pact of the Hexblade: Thirsting Blade: you can attack with your pact weapon twice instead of once when you take the attack action;

Hexblade's Curse: you can curse one target pe rest such that you add your proficiency modifier to all damage rolls against the target, when you roll 19 or 20 on the d20 both count as critical hits, and if the cursed target dies, you regain hp=charisma modifier+your level.

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 saving throws.

PASSIVE WISDOM (PERCEPTION)

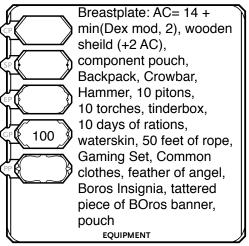
Weapons: All

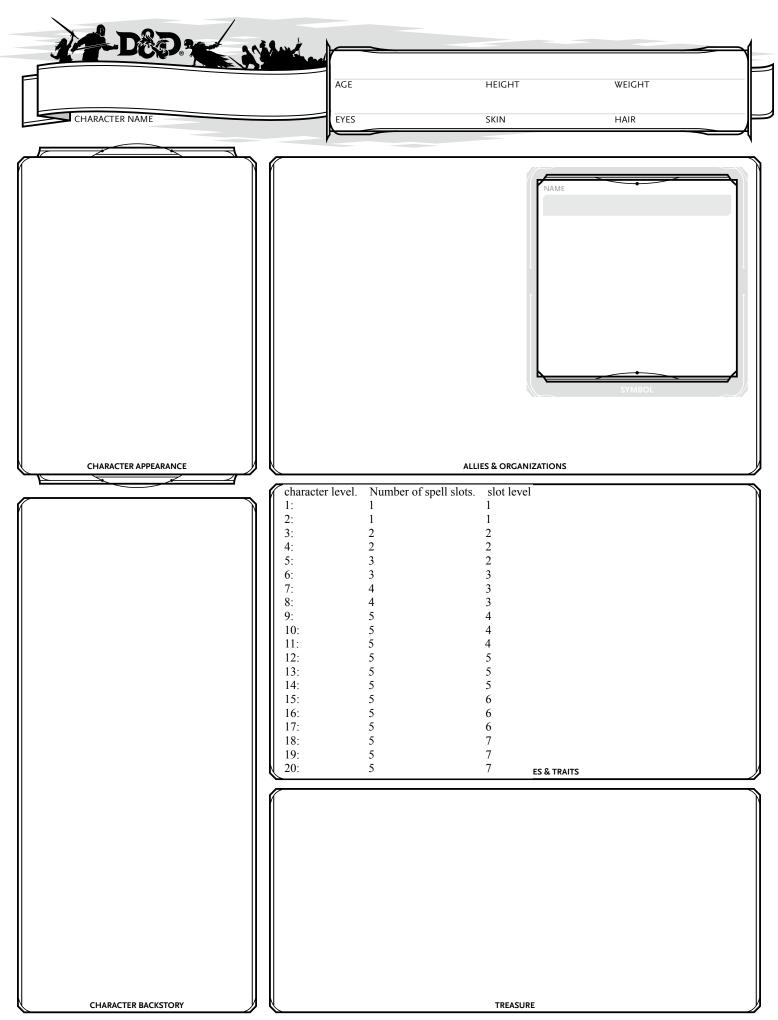
Languages: Common, Goblin,

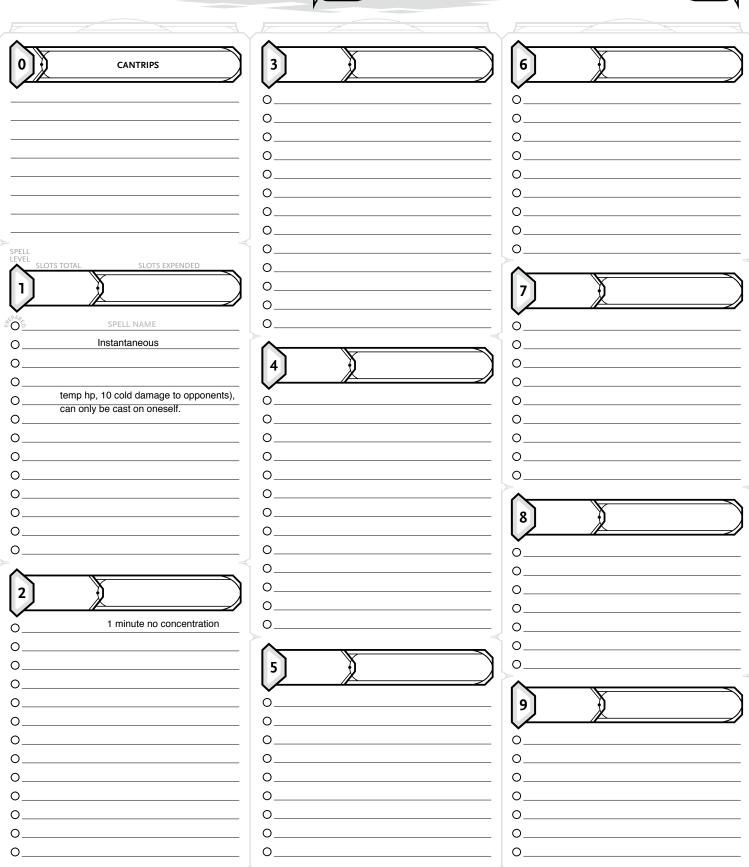
Draconic

Tools: Gaming Set

OTHER PROFICIENCIES & LANGUAGES







Boros Guild Spells Spell Level

Spells

Cantrip: fire bolt, sacred flame 1st: guiding bolt, heroism 2nd: aid, scorching ray

3rd: beacon of hope, blinding smite

4th: death ward, wall of fire

5th: flame strike

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.