D&D BEYOND

Nalista Soulreaver

CHARACTER NAME

Warlock 11 [The Hexblade]	
CLASS & LEVEL	PLAYER NAME
Zariel Tiefling	Urban Bounty Hunter
RACE	BACKGROUND

EXPERIENCE POINTS

STRENGTH	+3 (16)
DEXTERITY	+2 (14)
CONSTITUTION	+4 (19)
INTELLIGENCE	-1 (8)
WISDOM	+0 (10)
CHARISMA	+4 (18)

○	+3	Strength
○	+2	Dexterity
○	+4	Constitution
○	-1	Intelligence
⊙	+4	Wisdom
⊙	+8	Charisma

Saving Throw Modifiers

Advantage made to maintain your concentration on a spell when you take damage

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
○	-1	Arcana	INT
○	+3	Athletics	STR
Ⓟ	+8	Deception	CHA
○	-1	History	INT
Ⓟ	+4	Insight	WIS
Ⓟ	+8	Intimidation	CHA
○	-1	Investigation	INT
○	+0	Medicine	WIS
○	-1	Nature	INT
○	+0	Perception	WIS
○	+4	Performance	CHA
Ⓟ	+8	Persuasion	CHA
○	-1	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+0	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+2 INITIATIVE

ARMOR 19 CLASS

Resistances - Fire

DEFENSES

INSPIRATION

+4 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 50 ft. (Flying), 60 ft. (Swimming)

SPEED

Max HP	Current HP	Temp HP
102		--

HIT POINTS

Total 11d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Playing Card Set, Thieves' Tools

=== LANGUAGES ===
Common, Infernal

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Ghostly Gaze • 1 / Short Rest
Once per short rest, as an action, you gain the ability to see through solid objects (with darkvision) to a range of 30 ft for 1 minute.

=== BONUS ACTIONS ===
Hexblade's Curse • 1 / Short Rest
Once per short rest, as a bonus action, choose one creature you can see within 30 ft. to curse it for 1 minute (or until the target dies, you die, or you are incapacitated). Against the cursed target, you gain a +4 bonus to damage rolls, score a critical hit on a roll of 19 or 20, and you regain 15 HP if it dies.

=== REACTIONS ===
Armor of Hexes
If the target cursed by your Hexblade's Curse hits you with an attack roll, you can use your reaction to roll a d6. On a 4 or higher, the attack instead misses you, regardless of its roll.

War Caster
You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

ACTIONS

10	PASSIVE WISDOM (PERCEPTION)
14	PASSIVE WISDOM (INSIGHT)
9	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 120 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Moon-Touched Sword, Longsword	+7	1d8+3 Slashing	Martial, Versatile, Green-Flame Blade: 2d8 Fire, 2d8+4 Fire
Morningstar, +1	+8	1d8+4 Piercing	Martial, Green-Flame Blade: 2d8 Fire, 2d8+4 Fire
Warhammer, +1	+8	1d8+4 Bludgeoning	Martial, Versatile, Green-Flame Blade: 2d8 Fire, 2d8+4 Fire
Eldritch Blast	+10	1d10+4 Force	Count: 3, V/S
Unarmed Strike	+7	4 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

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CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Zariel Tiefling	Urban Bounty Hunter
	RACE	BACKGROUND	EXPERIENCE POINTS

=== WARLOCK FEATURES ===

* Additional Warlock Spells • TCoE 70

* Hit Points • PHB 106

* Proficiencies • PHB 107

* Otherworldly Patron • PHB 107
You have struck a bargain with an otherworldly being.

| The Hexblade

* Pact Magic • PHB 107
You can cast known warlock spells using CHA as your spellcasting modifier (Spell DC 16, Spell Attack +8). You can use an arcane focus as a spellcasting focus.

* Expanded Spell List • XGtE 55
Additional spells are added to the warlock spell list for you.

* Hexblade's Curse • XGtE 55
Once per short rest, as a bonus action, choose one creature you can see within 30 ft. to curse it for 1 minute (or until the target dies, you die, or you are incapacitated). Against the cursed target, you gain a +4 bonus to damage rolls, score a critical hit on a roll of 19 or 20, and you regain 15 HP if it dies.

| 1 / Short Rest • 1 Bonus Action

* Hex Warrior • XGtE 55
You gain proficiency with medium armor, shields, and martial weapons. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. With that weapon, you can use your CHA modifier for the attack and damage rolls until you finish your next long rest. You can also use your CHA modifier for the attack and damage rolls for any of your pact weapons if you have that feature.

| Special

* Eldritch Invocations • PHB 107
You learn fragments of forbidden knowledge that imbue you with an abiding magical ability.

| Agonizing Blast • PHB 110
When you cast eldritch blast, add +4 to the damage it deals on a hit.

| Devil's Sight • PHB 110
You can see normally in darkness, both magical and nonmagical, to a distance of 120 ft.

| Ghostly Gaze • XGtE 56
Once per short rest, as an action, you gain the ability to see through solid objects (with darkvision) to a range of 30 ft for 1 minute.

| 1 / Short Rest • 1 Action

| Improved Pact Weapon • XGtE 57
Your pact weapon can be your spellcasting focus, gains a +1 bonus to its attack and damage rolls (unless it already has a magic bonus), and can be a shortbow, longbow, light crossbow, or heavy crossbow.

| Thirsting Blade • PHB 111
You can attack with your pact weapon twice whenever you take the Attack action on your turn.

* Pact Boon • PHB 107
Your otherworldly patron bestows a gift upon you for your loyal service.

| Pact of the Blade • PHB
As an action, you can create a pact weapon in your hand (you choose the form, you're proficient with it, and it counts as magical). You can also transform a magic weapon into your pact weapon by performing a special ritual.

| Create Pact Weapon: 1 Action

* Eldritch Versatility • TCoE 70
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing a change of focus in your occult studies:
- Replace one cantrip you learned from this class's Pact Magic feature with another cantrip from the warlock spell list.
- Replace the option you chose for the Pact Boon feature with one of that feature's other options.
- If you're 12th level or higher, replace one spell from your Mystic Arcanum feature with another warlock spell of the same level.
If this change makes you ineligible for any of your Eldritch Invocations, you must also replace them now, choosing invocations for which you qualify.

* Ability Score Improvement • PHB 108

* Accursed Specter • XGtE 56
When you slay a humanoid, you can cause its spirit to rise as a specter that gains +5 temp HP. Roll initiative for the specter, which has its own turns. It obeys your verbal commands, gains a +4 bonus to its attack rolls, and remains until the end of your next long rest.

| 1 / Long Rest • Special

* Armor of Hexes • XGtE 56
If the target cursed by your Hexblade's Curse hits you with an attack roll, you can use your reaction to roll a d6. On a 4 or higher, the attack instead misses you, regardless of its roll.

| 1 Reaction

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	1

WEIGHT CARRIED	106.02 lb.
ENCUMBERED	240 lb.
PUSH/DRAG/LIFT	480 lb.

NAME	QTY	WEIGHT
Mithral Half Plate	1	40 lb.
Shield	1	6 lb.
Morningstar, +1	1	4 lb.
Warhammer, +1	1	2 lb.
Moon-Touched Sword, Longsword	1	3 lb.
Amulet of Health	1	--
Broom of Flying	1	3 lb.
Cloak of the Manta Ray	1	--
Decanter of Endless Water	1	2 lb.
Potion of Healing (Greater)	2	1 lb.
Rod of the Pact Keeper, +2	1	--
Backpack	1	5 lb.
Clothes, Traveler's	1	4 lb.
Lantern, Bullseye	1	2 lb.
Tinderbox	1	1 lb.

NAME	QTY	WEIGHT
Rope, Silk (50 feet)	1	5 lb.
Rations (1 day)	10	20 lb.
Oil (flask)	1	1 lb.
Mess Kit	1	1 lb.
Thieves' Tools	1	1 lb.
Waterskin	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Amulet of Health	1	--
Rod of the Pact Keeper, +2	1	--

EQUIPMENT

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Nalista Soulreaver

CHARACTER NAME

Warlock 11 [The Hexblade]

CLASS & LEVEL

PLAYER NAME

Zariel Tiefling

RACE

Urban Bounty Hunter

BACKGROUND

EXPERIENCE POINTS

* Mystic Arcanum (6th level) • PHB 108
Your patron bestows upon you one 6th-level warlock spell that you can cast without expending a spell slot once per long rest.

=== ZARIEL TIEFLING RACIAL TRAITS ===

* Darkvision • BR 43
You can see in darkness (shades of gray) up to 60 ft.

* Hellish Resistance • BR 43
You have resistance to fire damage.

* Legacy of Avernus • MToF 23
You know the thaumaturgy cantrip. [3rd] You can cast searing smite (2nd) once per long rest. [5th] You can cast branding smite once per long rest. CHA is your spellcasting ability.

=== FEATS ===

* War Caster • PHB 170
You have advantage on CON saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

| 1 Reaction

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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Nalista Soulreaver

CHARACTER NAME

Female	28	Medium	5' 10"	188
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	The Raven Que	Pink	Orange	Brown and Wh
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
I would rather make a new friend

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I

IDEALS

Someone I loved died because of a mistake I made. That will never happen again.

BONDS

An innocent person is in prison for a crime that I committed. I'm okay with that.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Warlock

SPELLCASTING CLASS

CHA	18	+10
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Green-Flame Blade	Warlock	+10	1A	Self/5 ft. Sphere	S,M	Instantaneous	SCAG 142	5 ft. Sphere, S/M
O	Toll the Dead	Warlock	WIS 18	1A	60 ft.	V,S	Instantaneous	XGtE 169	V/S
O	Eldritch Blast	Warlock	+10	1A	120 ft.	V,S	Instantaneous	PHB 237	Count: 3, V/S
O	Mage Hand	Warlock	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
O	Thaumaturgy	Legacy of Avernus	--	1A	30 ft.	V	1 minute	PHB 282	D: 1m, V
	=== 1st LEVEL ===								
O	Armor of Agathys	Warlock	--	1A	Self	V,S,M	1 hour	PHB 215	D: 1h, V/S/M
O	Hex <C>	Warlock	--	1BA	90 ft.	V,S,M	Concentration, up to 1 hour	PHB 251	D: 1h, V/S/M
O	Shield	Warlock	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
	=== 2nd LEVEL ===								
O	Darkness <C>	Warlock	--	1A	60 ft./15 ft. Sphere	V,M	Concentration, up to 10 minutes	PHB 230	D: 10m, 15 ft. Sphere, V/M
O	Misty Step	Warlock	--	1BA	Self	V	Instantaneous	PHB 260	V
O	Searing Smite <C>	Legacy of Avernus	CON 16	1BA	Self	V	Concentration, up to 1 minute	PHB 274	1/LR, D: 1m, V
O	Branding Smite <C>	Legacy of Avernus	--	1BA	Self	V	Concentration, up to 1 minute	PHB 219	1/LR, D: 1m, V
	=== 3rd LEVEL ===								
O	Counterspell	Warlock	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
O	Dispel Magic	Warlock	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
	=== 4th LEVEL ===								
O	Banishment <C>	Warlock	CHA 18	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
O	Phantasmal Killer <C>	Warlock	WIS 18	1A	120 ft.	V,S	Concentration, up to 1 minute	PHB 265	D: 1m, V/S
	=== 5th LEVEL ===	3 Pact OOO							
O	Cone of Cold	Warlock	CON 18	1A	Self/60 ft. Cone	V,S,M	Instantaneous	PHB 224	60 ft. Cone, V/S/M
O	Synaptic Static	Warlock	INT 18	1A	120 ft./20 ft. Sphere	V,S	Instantaneous	XGtE 167	20 ft. Sphere, V/S
	=== 6th LEVEL ===								
O	Mental Prison <C>	Mystic Arcanum (6th level)	INT 18	1A	60 ft.	S	Concentration, up to 1 minute	XGtE 161	1/LR, D: 1m, S

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