



# Gith Warlock

Level 5 Player Character (Acolyte background)

AC	Hit Points	Hit Dice	Prof. Bonus
12	43	5D8	+3

Ability Scores					
STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	16 (+3)	12 (+1)	10 (+0)	18 (+4)

Saving Throws					
STR	DEX	CON	INT	WIS	CHA
-1	+1	+3	+1	+3	+7

Skill Proficiencies					
Insight +3	Perception +3				
Intimidation +7	Religion +4				
Investigation +4					

Other Proficiencies					
Calligrapher's Supplies					
Light Armor					
Simple Weapons					

Equipment					
Book					
Calligrapher's Supplies					
Dagger					
Leather Armor					
Robe					

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## Favorite Attacks

**Dagger.** *Melee Weapon Attack:* 1d20 +4, reach 5ft, one target. Hit 1d4 +1 piercing damage.

**Eldritch Blast.** *Cantrip.* range 300ft. Hurl 2 beams of crackling energy. 1d20 +7, one or two targets. Hit 1d10+4 force damage.

## Spells

Spell Attack Roll  
d20 +7

Spell Save DC  
15

Warlocks use their pact slots to cast spells: 2 ☐ ☐ ☐  
You gain these slots back after each short rest.

Cantrips Known: 6

**Booming Blade.** Weapon attacks are wrapped in booming energy.

**Eldritch Blast.** See Favorite Attacks above.

**Green-Flame Blade.** Green fire leaps from your weapon.

**Mage Hand.** You create and control a magical floating hand.

**Resistance.** You can make an ally resistant to a type of damage.

**Spare the Dying.** You can make an ally on 0 hit points stable.

## 1st-Level Spells:

**Detect Magic.** You can sense the presence of magic.

**Infect Wounds.** *Touch.* Cause 2d10 necrotic damage to an enemy.

**Jump.** Triple the jump distance of an ally.

## 2nd-Level Spells:

**Misty Step.** Teleport up to 30ft.

## 3rd-Level Spells:

**Bane.** You make your enemies rolls to attack / save more difficult.

**Comprehend Languages.** You understand an unknown language.

**Counterspell.** Interrupt and stop an enemy's spell.

**Ray of Enfeeblement.** Weaken an enemy.

**Unseen Servant.** You create an invisible ally that can complete simple tasks for you.

## Class Features

**Otherworldly Patron.** You serve the Fiend.

**Dark One's Blessing.** You gain 9hp when defeat an enemy.

**Eldritch Invocations.** You gain forbidden knowledge:

- **Agonizing Blast.** Your Eldritch Blast does more damage.
- **Repelling Blast.** Your Eldritch Blast pushes enemies 10ft.
- **Eldritch Spear.** The range of Eldritch Blast is now 300ft.

**Pact Boon.** Your Talisman lets you add 1d4 to a failed roll.

This can be used 3 times per long rest. **Talisman:** 3 ☐ ☐ ☐

## Other Features

**Githyanki Psionics.** You can cast the following spells once per long rest without using a spell slot:

- Jump
- Misty Step

**Magic Initiate.** You can cast the following spell once per long rest without using a spell slot:

- Infect Wounds

**Psychic Resilience.** You have resistance to psychic damage.

**Speaks.** Common, Gith

**Speed.** 30ft.

