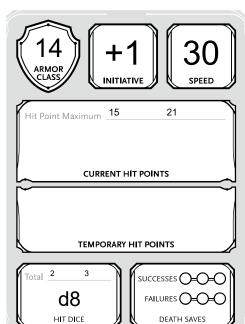




OTHER PROFICIENCIES & LANGUAGES

INSPIRATION





NAME	ATK BONUS	DAMAGE/TYPE
Greatsword	+5	2d6+3
Eldritch Blast	+4	d10
		Range: 120ft

Lightning Lure: One target within 15ft must make a Str saving throw. On a failure, it is pulled 10ft toward you. If it ends this move adjacent to you it takes 1d8 lightning damage.

Pact of the Blade: Your weapon counts as magical for the purposes of overcoming resistance to nonmagical attacks.

Chain Shirt

Greatsword

Dungeoneer's Pack:
-- Backpack
-- Crowbar
-- Hammer
-- 10 pitons
-- 10 torches
-- Tinderbox
-- 50ft of rope

EQUIPMENT

Darkvision - 60ft

Relentless Endurance: When you are reduced to 0 hit points, you instead drop to one hit point. You cannot use this feature again until you have finished a long rest.

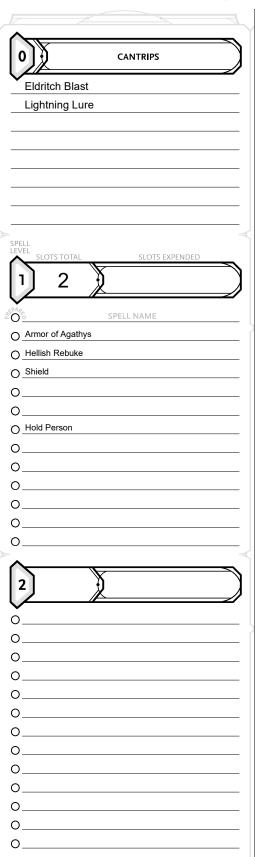
Savage Attacks: When you score a critical hit with a melee weapon attack, roll the weapon's damage dice an additional time and add it to the extra damage of the critical hit.

- ☐ Hexblade's Curse: As a bonus action, you curse one target you can see within 30ft of you.
- -- You add +2 to damage rolls against the cursed target.
- -- Attacks you make against the target are critical hits on a 19 or 20.
- -- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier. Recharges on short rest.

Invocations:

- -- Repelling Blast: When you hit a target with your Eldritch Blast, you can push it 10ft away from you.
- -- Eldritch Sight: You perceive a faint aura surrounding magical objects within 30ft of you.

FEATURES & TRAITS



ARMOR OF AGATHYS
Casting Time: 1 action
Duration: 1 hour

You gain temporary hit points equal to 5x the spell level. If a creature hits you with a melee attack while you have these hit points, the creature takes cold damage equal to 5x the spell level.

HELLISH REBUKE

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 6oft of you that you can see. Hellish flames momentarily surround the creature that damaged you. It must make a DC13 Dex saving throw, taking 2d10 fire damage on a failed save or half as much damage on a successful save.

The damage increases by Idio for each spell level above first.

SHIELD

Casting Time: I reaction, which you take in response to being hit by an attack or being targeted by the Magic Missile spell

Duration: 1 round.

Until the start of your next turn, you have a ± 5 bonus to AC, including against the triggering attack, and you take no damage from Magic Missile.

HOLD PERSON

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, I minute One creature you can see must succeed a DC13 Wisdom saving throw or become paralyzed. At the end of each of its turns, the target can make another Wisdom save. The spell ends on a success.