

## Jarott Deriva

CHARACTER NAME

Warlock (Hexblade) Outlander

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half-Orc

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+1

12

CONSTITUTION

+1

12

INTELLIGENCE

0

10

WISDOM

+1

12

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ +1 Dexterity
- ☐ +1 Constitution
- ☐ 0 Intelligence
- ☒ +3 Wisdom
- ☒ +4 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☐ +3 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ 0 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☒ +2 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☒ +2 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☒ +3 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

14

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 15 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES



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.

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

Chain Shirt

SP

Greatsword

CP

Dungeoneer's Pack:

- Backpack
- Crowbar
- Hammer
- 10 pitons
- 10 torches
- Tinderbox
- 50ft of rope

CP

CP

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

# Warlock

Charisma (+2)

12

+4

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Eldritch Blast

Lightning Lure

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

SPELL NAME

Armor of Agathys

Hellish Rebuke

Shield

Hold Person

2

SPILLS KNOWN

### 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 60ft 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 1d10 for each spell level above first.

### SHIELD

**Casting Time:** 1 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, 1 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.