

Lluja Heliat

CHARACTER NAME

Warlock (Archfey)

CLASS & LEVEL

Hermit

BACKGROUND

PLAYER NAME

Half Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+2

14

CONSTITUTION

+1

12

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ +2 Dexterity
- ☐ +1 Constitution
- ☐ +1 Intelligence
- ☒ +4 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☒ +4 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☒ +5 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +2 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☒ +3 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☒ +3 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +4 Survival (Wis)

SKILLS

14

ARMOR CLASS

2

INITIATIVE

30

SPEED

Hit Point Maximum 15 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+4

d4+2

+4

d8+3

Rng

80/320

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Languages:

- Common
- Elvish
- Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP

Studded Leather Armor

SP

4 daggers

EP

Explorer's Pack:

- Backpack
- Bedroll
- Mess Kit
- Tinderbox
- 10 torches
- 50 feet of rope

GP

PP

EQUIPMENT



Darkvision - 60 feet

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

☐ Fey Presence: As an action, you can cause each creature in a 10ft cube originating from you to make a DC13 Wisdom saving throw. Creatures that fail their saving throw are charmed or frightened by you (your choice) until the end of your next turn. Recharges on short rest.

Friends: For one minute, you have advantage on Charisma checks against a creature you choose. When this effect ends, the creature knows that it was charmed and becomes hostile to you.

Mage Hand: As an action, you create a spectral, floating hand within 30ft of you. You can use the hand to manipulate objects, but it cannot attack or carry more than 10lbs.

Mask of Many Faces: As an action, you make yourself and the belongings on your person look different for one hour. You can make yourself one foot taller or shorter and must maintain a humanoid shape. These changes are illusory: they do not hold up to physical inspection.

Misty Visions: As an action, you create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15ft cube. You can use your action to move the image to any spot within range, changing its appearance so that its movements appear natural.

FEATURES & TRAITS

Warlock

SPELLCASTING CLASS

Cha (+3)

SPELLCASTING ABILITY

13

SPELL SAVE DC

+3

SPELL ATTACK BONUS

0

CANTRIPS

Friends

Mage Hand

1

2

PREPARED

SPELL NAME

Find Familiar

Hellish Rebuke

Hex

Sleep

2

2

Crown of Madness

Suggestion

FIND FAMILIAR

Casting Time: 1 hour

Your familiar acts independently of you, but always follows your commands. In combat it can't attack, but can take other actions as normal. When the familiar drops to 0 hit points it disappears, reappearing after you cast this spell again.

While your familiar is within 100ft of you, you can communicate telepathically. As an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn. During this time, you are deaf and blind with regard to your own senses.

As an action, you can dismiss your familiar to a pocket dimension. Thereafter, you can use an action to cause it to reappear in any occupied space within 30ft of you.

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.

HEX

Casting Time: 1 bonus action

Range: 90ft

Duration: Concentration, 1 hour

Choose a creature you can see within range. Until the spell ends, you do an extra 1d6 necrotic damage when you hit it with an attack. Additionally, the target has disadvantage on one ability check of your choice. If the target drops to 0 hit points, you can use your bonus action to move the hex to a new creature.

SLEEP

Casting Time: 1 action

Range: 90ft

Duration: 1 minute

Choose a point within range and roll 5d8. Creatures within 20ft of the point are put to sleep in ascending order of hit points, until you have affected a total number of hit points equal to your roll.

CROWN OF MADNESS

Casting Time: 1 action

Range: 120ft

Duration: Concentration, 1 minute

One creature must succeed on a DC13 Wis save or be charmed by you. The charmed target must use its action before it moves on its turn to make a melee attack against one creature you mentally choose. The target can act normally if there are no valid targets. The creature can repeat a Wis save at the end of each of its turns, ending the effect on a success. The spell also ends if you do not use your action to maintain it on subsequent turns.

SUGGESTION

Casting Time: 1 action

Range: 30ft

Duration: Concentration, 8 hours

You make a suggestion to a target within range, who must make a DC13 Wis save. On a failure, it completes the suggestion to the best of its ability. The spell fails if the suggestion is obviously harmful to the target, and it ends early if you or one of your allies damages the target.