



◇ +2 SAVING THROW

◆ +6 SAVING THROW
● +6 DECEPTION
● +8 INTIMIDATION
● +6 PERFORMANCE
○ +4 PERSUASION

◇ +0 SAVING THROW
● +2 ARCANA
○ +0 HISTORY
○ +0 INVESTIGATION
○ +0 NATURE
○ +0 RELIGION

◆ +4 SAVING THROW
○ +2 ANIMAL HANDLING
○ +2 INSIGHT
○ +2 MEDICINE
○ +2 PERCEPTION
○ +2 SURVIVAL
◇ +1 SAVING THROW
○ +1 ACROBATICS
○ +1 SLEIGHT OF HAND
● +3 STEALTH (D/Adv)

◇ +0 SAVING THROW
○ +0 ATHLETICS

Common, Canine, Sylvan,
Thieves' Cant
Languages

Conditions



Features

Hexblade's Curse

Once per short rest, as a bonus action, choose one creature you can see within 30ft to curse for 1 minute. Against the target you gain a +2 bonus to attack roles. Score a critical hit (19 or 20) and you regain 7HP if it dies.

Hex Warrior

Proficient with medium armor, shields and medium weapons. Whenever you finish a long rest you can touch one weapon that you are proficient and that is not two handed. With that weapon you can use your charisma modified for the attack. You can also use your charisma modifier for the attack of damage role for any of your pact weapons.

Pact Of The Talisman

Wearer of the talisman can add one 1d to the roll of a failed ability check. Can you be used 2 times, resets on long rest.

Hunting Hound

Advantage on attack roles against a creature if an ally is within 5ft and is not incapacitated.

Sneak attack

Can deal an extra 1d6 with an adv attack.



Weapons/Attacks

- Bite +2 (1d6)
- Dagger +3 (1d4+1)
- Unarmed Strike +2
- Hellfire +3 (1d8+1)

+1 Atk Bonus 14 Spell DC

12 Passive Perception

Currencies

Equipment

Proficiency

Inspiration