

# Newton d'Force

CHARACTER NAME

Warlock (Hexblade) [3] Faction Agent \* Zoe  
CLASS & LEVEL BACKGROUND PLAYER NAME  
Human (M) Neutral  
RACE ALIGNMENT EXPERIENCE POINTS

## STRENGTH

8

-1

## DEXTERITY

14

2

## CONSTITUTION

14

2

## INTELLIGENCE

10

0

## WISDOM

12

1

## CHARISMA

16

3

1

INSPIRATION

2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

15

ARMOR CLASS

4

INITIATIVE

30'

SPEED

Hit Point Maximum 25

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

The first thing I do in a new place is note the locations of everything valuable - or where such things could be hidden. I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

PERSONALITY TRAITS

I am loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care.

IDEALS

I am guilty of a terrible crime. I hope I can redeem myself for it.

BONDS

The world really does revolve around me.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Pistol Xbow (Pact) +6

1d6+4

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Light and Medium Armour, Shields  
Simple and Martial weapons  
Thieves Tools  
Deception, Stealth, Intimidation, Investigation, Perception

OTHER PROFICIENCIES & LANGUAGES

Dark clothes (with hood)  
2 pistol crossbows  
40 bolts  
An arcane focus  
Burglars pack  
Chain shirt  
2 daggers  
Rapier

75

EQUIPMENT

Human variant: +1 to 2 stats (Cha & Con)  
One feat - Crossbow Expert  
One skill - Perception  
Languages - Common + Thieves Cant

Feat: Crossbow Expert. Ignore loading penalties.  
No disadvantage if foe within 5 feet  
Use bonus action for pistol crossbow attack

Warlock: Pact Magic  
2 skills: Intimidation, Investigation  
Pact of the Blade

Patron: Raven Queen of Shadowfell

Hexblade's Curse: 1 per short or long rest, as a bonus action, choose one creature you can see within 30'. They are cursed for 1 minute. You gain proficiency bonus to damage rolls against them, a roll of 19 or 20 is a critical, and if they die, you regain HP equal to Warlock Level + Cha bonus.

Hex Warrior: 1 per long rest, touch a weapon that is not 2 handed and you can use your Cha bonus for attack and damage rolls. This applies to all Pact Weapons (if you have them).

Eldritch Invocations:  
Grasp of Hadar (Eldritch Blast pull people 10')  
Improved Pact Weapon: +1 weapon, can be bow

FEATURES & TRAITS



## Newton d'Force

CHARACTER NAME

19  
AGE

Green  
EYES

Tall  
HEIGHT

Dark Tan  
SKIN

Slender  
WEIGHT

Blonde  
HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

### Background:

Spy for Force Grey on the Zhentarim

Actual alignment: Lawful Neutral

Proficiency with Thieves Tools, Deception, Stealth

A crowbar, dark clothes with hood, 15gp

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

# Warlock

SPELLCASTING  
CLASS

Charisma

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

5

SPELL ATTACK  
BONUS

0

## CANTRIPS

Eldritch Blast (120', ranged spell attack,  
1d10 damage)

True Strike (30', advantage on next attack  
versus target, 1 round)

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

- ☐ Hellish Rebuke (Reaction to damage,  
2d10 Fire)

2

2

- ☐ Blur
- ☐ Invisibility
- ☐ Spider Climb

3

6

7

4

8

5

9

SPELLS KNOWN



## Newton d'Force

CHARACTER NAME

Backpacks can hold no more than 30 lbs of gear.

Note weight of items to not exceed the packs 30lbs limit.

Note the quantity of certain items for quick reference.

Your treasure pouch is not part of your backpack so its weight will not count.

### Backpack



1000 ball bearings

#### Small Pocket 1

10 feet string

A bell

5 candles

#### Small Pocket 2

A tinderbox

#### Small Pocket 3

2 flasks of oil

#### Small Pocket 4

#### Flap Pouch

A hooded lantern

#### Middle Pouch

A crowbar

A hammer

10 pitons

Bed Roll	1
Rope	50 feet
Ammo	
Torches	

### Treasure Purse

Copper =

Silver =

Electrum =

Gold =

Platinum =

#### Additional Treasure

5 days rations

Waterskin

### Main Pouch