

Newton d'Force

CHARACTER NAME

Warlock (Hexblade) [2]

CLASS & LEVEL

Faction Agent *

BACKGROUND

Zoe

PLAYER NAME

Human (M)

RACE

Neutral

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 18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2

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 (Cha) +5

1d6+3

Pistol Xbow (Dex) +4

1d6+2

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

CP

SP

EP

GP

PP

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

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')

Agonising Blast (Cha bonus to Eldritch Blast)

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

2

PREPARED

SPELL NAME

- ☐ Hellish Rebuke (Reaction to damage,
2d10 Fire)
- ☐ Expeditious Retreat (Bonus action,
Dash as bonus action for 10 mins)

2

3

6

7

4

8

5

9

SPELLS KNOWN



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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