

Korth Jhank

CHARACTER NAME

Warlock 3

CLASS & LEVEL

Lizardfolk

RACE

Urban Bounty Hunter

BACKGROUND

Chaotic Neutral

ALIGNMENT

Larissa

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+1

12

CONSTITUTION

+2

15

INTELLIGENCE

-1

8

WISDOM

+0

11

CHARISMA

+2

15

0

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

12

ARMOR CLASS

+1

INITIATIVE

30 (30 swim)

SPEED

Hit Point Maximum 22

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Keep calm.
Don't let emotion control me.
very calculating.

PERSONALITY TRAITS

The world is how the world
is

IDEALS

Paying off old debt (to
patron)

BONDS

If there is a plan, I
forget/ignore it.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Maul

+2

2d6+2/b

Bite

+4

1d4+2/p

Armor: Leather armor
Shield: None

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

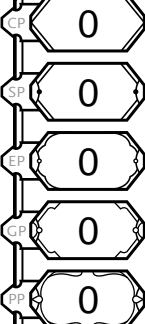
Proficiencies:

Light armor, simple weapons,
bite.

Languages:

Common, Draconic

OTHER PROFICIENCIES & LANGUAGES



dagger (stabby
dwarf), magic ash,
arcane focus (orb),
dungeoneers pack

EQUIPMENT

(See Features Page)

--Devil's Sight
--Thief of Five Fates**
--Cunning Artisan
--Hold Breath
--Natural Armor
--Hungry Jaws
--Ear to the Ground

*Baleful curse (Bane): creature w/in
30 ft, cursed 1min. Bonus to damage
rolls = PROF bonus. 19 or 20 is crit.
If target dies, regain HP=LVL+CHA.

Short/Long rest in between
*Can touch one weapon after long
rest, can use CHA instead of
STR/DEX for attack/damage.

*During short rest, can harvest
bone/hide from beast, construct,
dragon, monstrosity, plant creature.
Can construct shield, club, javelin,
1d4 darts/blowgun or other tools.

*Can hold breath for 15 mins
*Feeding Frenzy (bonus action): bite,
if hits normal damage, gain temp HP
= CON. Short/Long rest in between
*Ear to the ground: contact in any
city.

*Invocations:
Thief of Five Fates (Can cast Bane)
Devil's Sight: You can see normally in
darkness, both magical and
nonmagical to a distance of 120 feet.

FEATURES & TRAITS



Warlock 3

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0

CANTRIPS

Chill Touch (V,S)

Eldritch Blast (V,S)

3

0

6

0

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

PREPARED

SPELL NAME

- ☒ Bane (V,S,M) (C)
- ☒ Hellish Rebuke (V,S)
- ☒ Expeditious Retreat (V,S) (C)

4

0

7

0

5

0

8

0

2

2

- ☒ Shatter (V,S,M)
- ☒ Spider Climb (V,S,M) (C)

9

0

SPILLS KNOWN

Features and Magic Items

Korth Jhank

Hexblade Patron

You have made your pact with a mysterious entity from the Shadowfella force that manifests in sentient magic weapons carved from the stuff of shadow. The mighty sword Black-razor is the most notable of these weapons, which have been spread across the multiverse over the ages. The shadowy force behind these weapons can offer power to warlocks who form pacts with it. Many hexblade warlocks create weapons that emulate those formed in the Shadowfell. Others forgo such arms, content to weave the dark magic of that plane into their spellcasting.

Because the Raven Queen is known to have forged the first of these weapons, many sages speculate that she and the force are one and that the weapons, along with hexblade warlocks, are tools she uses to manipulate events on the Material Plane to her inscrutable ends

Devil's Sight

Source: Warlock (Eldritch Invocations)

You can see normally in darkness, both magical and non-magical, to a distance of 120 feet.

Thief of Five Fates

Source: Warlock (Eldritch Invocations)

****Not included in stats on Character Sheet**

You can cast bane once using a warlock spell slot. You can't do so again until you finish a long rest.

Cunning Artisan

Source: Race (Lizardfolk)

As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Hold Breath

Source: Race (Lizardfolk)

You can hold your breath for up to 15 minutes at a time.

Natural Armor

Source: Race (Lizardfolk)

You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Hungry Jaws

Source: Race (Lizardfolk)

In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

Ear to the Ground

Source: Background (Urban Bounty Hunter)

You are in frequent contact with people in the segment of society that your chosen quarries move through. These people might be associated with the criminal underworld, the rough-and-tumble folk of the streets, or members of high society. This connection comes in the form of a contact in any city you visit, a person who provides information about the people and places of the local area.

Spell Descriptions

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Bane

Enchantment Level 1 (concentration)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of blood)

Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Chill Touch

Necromancy Cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack including spell attack bonus, against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Hellish Rebuke

Evocation Level 1

Casting Time: 1 reaction

Range: 60 ft

Components: V, S

Duration: Instantaneous

Reaction: you are being damaged by a creature within 60 feet of you that you can see. You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one. At higher levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Eldritch Blast

Evocation Cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam. Evocation Cantrip

Expeditious Retreat

Transmutation Level 1 (concentration)

Casting Time: 1 bonus action

Range: self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

Shatter

Evocation Level 2

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a chip of mica)

Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Spider Climb

Transmutation Level 2 (concentration)

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a drop of bitumen and a spider)

Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.