

## Korth Jhank

CHARACTER NAME

Warlock 5

CLASS & LEVEL

Lizardfolk

RACE

Urban Bounty Hunter

BACKGROUND

Chaotic Neutral

ALIGNMENT

Larissa

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+1

12

CONSTITUTION

+3

16

INTELLIGENCE

-1

8

WISDOM

+0

11

CHARISMA

+3

16

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ +1 Dexterity
- ☐ +3 Constitution
- ☐ -1 Intelligence
- ☒ +3 Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ -1 History (Int)
- ☐ +0 Insight (Wis)
- ☒ +6 Intimidation (Cha)
- ☒ +2 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☒ +3 Survival (Wis)

SKILLS

14

ARMOR CLASS

+1

INITIATIVE

30 (30 swim)

SPEED

Hit Point Maximum 30

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8

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

Bite

+6

1d4+3/p

Maul

+6

2d6+3/b

Armor: Leather Armor  
Shield: None

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, simple weapons,  
martial weapons, medium  
armor, shields, bite.

Languages:

Common, Draconic

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

Bracers of  
Magnetism, Coins of  
Communication,  
arcane focus (orb),  
dungeoneers pack,  
hydra bone pendant

EQUIPMENT

(See Features Page)

--Cunning Artisan  
--Devil's Sight  
--Ear to the Ground  
--Eldritch Invocations  
--Eldritch Spear  
--Hex Warrior  
--Hexblades Curse  
--Hold Breath  
--Hungry Jaws  
--Natural Armor  
--Pact of the Blade

Update HP for Level 5  
Add new Spell Known

FEATURES & TRAITS



# Warlock 5

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK  
BONUS

0

CANTRIPS

Blade Ward (V,S)  
Chill Touch (V,S)  
Eldritch Blast (V,S)

3

3

6

0

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

PREPARED

SPELL NAME

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

4

0

7

0

5

0

8

0

2

0

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

9

0

SPELLS KNOWN

# Features and Magic Items

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## Subclasses

### Subclass: 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

## Features

### 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.

### Devil's Sight

**Source:** Warlock (Eldritch Invocations)

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

### 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.

## Eldritch Invocations

**Source:** Warlock

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

### Eldritch Spear

**Source:** Warlock (Eldritch Invocations)

When you cast eldritch blast, its range is 300 feet.

### Hex Warrior

**Source:** Warlock (Hexblade)

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

The influence of your patron also allows you to mystically channel your will through a particular weapon. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapons type

### Hexblades Curse

**Source:** Warlock (Hexblade)

Starting at 1st level, you gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.

- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

You can't use this feature again until you finish a short or long rest.

## Hold Breath

**Source:** Race (Lizardfolk)

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

## 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.

## 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.

## Pact of the Blade

**Source:** Warlock

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see chapter 5 for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way.

The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

## Magic Items

### Bracers of Magnetism

**Requires Attunement:** True

**Rarity:**

When wearing these bracers, you can use a bonus action to speak their command word, causing them to become magnetically attractive to each other.

While active, the wearer's arms are secured together, requiring a successful DC 25 STR (Athletics) check to separate them by six inches. The wearer has advantage on all STR (Athletics) checks made to grapple, but disadvantage on all weapon attacks and DEX (Sleight of Hand) checks.

The wearer can use another bonus action to speak the command word and deactivate the magnetic effect.

The magnetic effect fails if the bracers are more than 10' apart.

### Coins of Communication

**Requires Attunement:** False

**Rarity:** Uncommon

This set of multiple coins are virtually indistinguishable from regular Gold Pieces, but are connected by magic. Once per day, a holder of any of any coin can whisper a single word into it, after which all coins will immediately vibrate and the word will replace a word in the traditional Kings Message imprinted on the coin. This ability cannot be used again by the holder of any of the coins until the following dawn.

# Spell Descriptions

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## Blade Ward

*Abjuration Cantrip*

**Casting Time:** 1 action

**Duration:** 1 round

**Range:** Self

**Components:** V, S

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

## Chill Touch

*Necromancy Cantrip*

**Casting Time:** 1 action

**Duration:** 1 round

**Range:** 120 feet

**Components:** V, S

You create a ghostly, skeletal hand in the space of a creature within range.

Make a ranged spell attack 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.

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

## Eldritch Blast

*Evocation Cantrip*

**Casting Time:** 1 action

**Duration:** Instantaneous

**Range:** 120 feet

**Components:** V, S

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.

At Higher Levels: The spell creates more than one beam when you reach higher levels: Two beams at 5th level Three beams at 11th level 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.

## Expeditious Retreat

*Transmutation Level 1 (concentration)*

**Casting Time:** 1 bonus action

**Duration:** Concentration, up to 10 minutes

**Range:** Self

**Components:** V, S

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.

## Hellish Rebuke

*Evocation Level 1*

**Casting Time:** Special

**Duration:** Instantaneous

**Range:** 60 feet

**Components:** V, S

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.

## Misty Step

*Conjuration Level 2*

**Casting Time:** 1 bonus action

**Duration:** Instantaneous

**Range:** Self

**Components:** V

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

## Shatter

*Evocation Level 2*

**Casting Time:** 1 action

**Duration:** Instantaneous

**Range:** 60 feet

**Components:** V, S, M (A chip of mica)

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 Con-

stitution 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 spells 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

**Duration:** Concentration, up to 1 hour

**Range:** Touch

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

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.