

Warlock 7 Urban Bounty Hunter CLASS & LEVEL BACKGROUND Lizardfolk

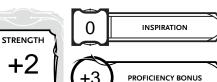
Larissa

PLAYER NAME

Chaotic Neutral 0 ALIGNMENT

EXPERIENCE POINTS





DEXTERITY

12

CONSTITUTION

INTELLIGENCE

WISDOM

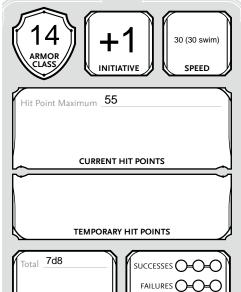
CHARISMA











HIT DICE



DEATH SAVES

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

PERSONALITY TRAITS

The world is how the world

IDEALS

Paying off old debt (to patron)

BONDS

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

(See Features Page)

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

TODO: One 4th Level Spell Known 4th Eldritch Invocation

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

O -1 Religion (Int)

● +4 Stealth (Dex)

• +3 Survival (Wis)

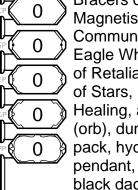
SKILLS

Proficiencies:

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

Languages: Common, Draconic

OTHER PROFICIENCIES & LANGUAGES



Bracers of Magnetism, Coins of Communication, Eagle Whistle, Maul of Retaliation, Robe of Stars, Potion of Healing, arcane focus (orb), dungeoneers pack, hydra bone pendant, palota ball, black dagger from

EQUIPMENT

0)%		
O) CANTRIPS	[3] 0)	[6] 0)
Chill Touch (V,S)	■ Blink (V,S)	0
		0
Eldritch Blast (V,S)	Hypnotic Pattern (S,M) (C)	0
True Strike (S) (C)	Vampiric Touch (V,S) (C)	
	vampine roden (v,s) (e)	0
	0	0
	0	0
	0	0
	0	0
	0	0
SPELL LEVEL	0	0
SLOTS TOTAL SLOTS EXPENDED	0	
1 O D	0	7 O 🐧)
	0	
syap.		<u> </u>
SPELL NAME	0	0
Hellish Rebuke (V,S)		0
<u> </u>		0
0	[4] 2 \mathfrak{H}	0
0		0
	V	-
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	
0	0	
0		(8 0 3)
0	0	
\circ	0	•
		0
	0	0
	0	0
		0
	0	0
Mirror Image (V,S)	0	0
	→	<u> </u>
Shatter (V,S,M)		0
Spider Climb (V,S,M) (C)	5 0	0
9	[5] 0)	
0		
0	0	
		[9] 0]
0	0	
0	0	0
0	0	0
0	0	0
O	0	0
0	0	0
0	0	0
0	0	0

Features and Magic Items

Korth Jhank

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 Blackrazor 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 hexhlade 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

Accursed Specter

Source: Warlock (Hexblade)

Starting at 6th level, you can curse the soul of a person you slay, temporarily binding it to your service. When you slay a humanoid, you can cause its Spirit to rise from its corpse as a specter, the statistics for which are in the Monster Manual. When the specter appears, it gains temporary hit points equal to halfyour warlock level. Roll initiative for the specter, which has its own turns. It obeys your verbal commands, and it gains a special bonus to its attack rolls equal to your Charisma modifier (minimum of +0).

The specter remains in your service until the end of your next long rest, at which point it vanishes to the afterlife.

Once you bind a specter with this feature, you cant use the feature again until you finish a long rest.

Agonizing Blast

Source: Warlock (Eldritch Invocations)

When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.

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 ld4 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.

Hex Warrior

Source: Warlock (Hexblade)

At lst 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 lst level, you gain the ability to place a bale ful 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 cant 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 cant 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.

Thirsting Blade

Source: Warlock (Eldritch Invocations)

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

Prerequisite: 5th Level, Pact of the Blade

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.

Maul of Retaliation

Requires Attunement: True Rarity:

While you hold this maul and it is attuned to you, you can use a reaction to make a single melee attack with it against any creature within reach that deals damage to you. You have advantage on the attack roll, and any damage dealt with this attack ignores any damage immunity or resistance the target has.

Eagle Whistle

Requires Attunement: False Rarity:

While you blow an eagle whistle continuously, you can fly twice as fast as your walking speed. You can blow the whistle continuously for a number of rounds equal to 5 plus five times your CON modifier (minimum of one round) or until you talk, hold your breath, or start suffocating. A use of the whistle also ends if you land. If you are aloft when you stop blowing the whistle, you fall. The whistle has three uses. It regains expended uses daily at dawn.

Robe of Stars

Requires Attunement: True Rarity:

This black or dark blue robe is embroidered with small white or silver stars. You gain a +1 bonus to Saving Throws while you wear it.

Six stars, located on the robe's upper front portion, are particularly large. While wearing this robe, you can use an action to pull off one of the stars and use it to cast Magic Missile as a 5th-level spell. Daily at dusk, 1d6 removed stars reappear on the robe.

While you wear the robe, you can use an action to enter the Astral Plane along with everything you are wearing and carrying. You remain there until you use an action to return to the plane you were on. You reappear in the last space you occupied, or if that space is occupied, the nearest unoccupied space.

Spell Descriptions

Korth Jhank

Blink

Transmutation Level 3
Casting Time: 1 action
Duration: 1 minute

Range: Self

Components: V, S

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Etheral Plane (the spell fails and the casting is wasted if you were already on that plane).

At the start of you next turn, and when the spell ends if you are on the Etheral Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that rang, you appear in the nearest unoccupied space (chosen at random if more that one space is equally near). You can dismiss this spell as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you cant see anything more than 60 feet away. You can only affect and be affected by other reatures on the Ethereal Plane. Creature that arent there cant perceive you or interact with you, unless they have the ability to do so.

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 cant 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 spells 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.

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.

Hypnotic Pattern

Illusion Level 3 (concentration)
Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 120 feet

Components: S, M (A glowing stick of incense or a crystal vial filled with phosphorescent material)

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Mirror Image

Illusion Level 2

Casting Time: 1 action Duration: 1 minute

Range: Self

Components: V, S

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so its impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spells duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attacks target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicates AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it cant see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

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 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 isnt being worn or carried also takes the damage if its 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.

True Strike

Divination Cantrip (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 round

Range: 30 feet Components: S

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the targets defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasnt ended.

Vampiric Touch

Necromancy Level 3 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Self

Components: V, S

The touch of your shadow-wreathed hand can siphon force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.