



# DUNGEONS & DRAGONS

Orisan Embersoul

CHARACTER NAME

Warlock

CLASS

PLAYER NAME

Half Elf

RACE

EXPERIENCE POINTS & LEVEL

## STRENGTH

8

-1

## DEXTERITY

15

+2

## CONSTITUTION

13

+1

## INTELLIGENCE

12

+1

## WISDOM

11

+0

## CHARISMA

17

+3

### Otherworldly Patron

At 1st level, you have struck a bargain with an otherworldly being of your choice: the Fiend, which is detailed at the end of the class description, or one from another source. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

### Speed

Your base walking speed is 30 feet.

### Darkvision

Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

### Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

### Equipment

Leather Armour  
Scholars Pack  
Arcane Focus

### Proficiencies

Armor: Light armor  
Weapons: Simple weapons

### EQUIPMENT

Hit Point Maximum 9

### CURRENT HIT POINTS

+2

PROFICIENCY

13

ARMOUR CLASS

+2

INITIATIVE

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

### SAVING THROWS

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

### SKILLS

### NAME

### ATK BONUS

### DAMAGE/TYPE

Dagger

+4

1d4 Piercing + 2

Eldritch Blast

+5

1d10 Force

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.

Chill Touch

+5

1d8 Necrotic

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.

Charm Person

DC 13

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

Witch Bolt

+5

1d12 Force

Make a ranged spell attack against a creature you can see. On a hit, the target takes 1d12 lightning damage, and on your turn, you can use your action to deal 1d12 lightning damage to the target. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

### Languages

Elvish  
Common  
Draconic

### NOTES