

## Warlock2

CHARACTER NAME

Warlock 8

CLASS & LEVEL

Firbolg

RACE

City Watch

BACKGROUND

Neutral evil

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

13

DEXTERITY

+0

10

CONSTITUTION

-1

8

INTELLIGENCE

+1

13

WISDOM

+3

16

CHARISMA

+2

15

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +0 Dexterity
- ☐ -1 Constitution
- ☐ +1 Intelligence
- ☒ +6 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☒ +5 Deception (Cha)
- ☒ +4 History (Int)
- ☒ +6 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

16

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum 27

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greatsword

+5

2d6+2/s

Armor: Chain Mail

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

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

Languages:

Celestial, Dwarvish, Common, Elvish, Giant

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Accursed Specter  
--Eldritch Invocations  
--Firbolg Magic  
--Hex Warrior  
--Hexblades Curse  
--Hidden Step  
--Mask of Many Faces  
--Minions of Chaos  
--One with Shadows  
--Pact of the Tome  
--Powerful Build  
--Repelling Blast  
--Speech of Beast and Leaf  
--Watcher's Eye

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



# Warlock 8

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

0

CANTRIPS

Blade Ward (V,S)

Disguise Self (V,S)

Minor Illusion (S,M)

3

0

● Fly (V,S,M) (C)

6

0

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

PREPARED

SPELL NAME

● Hex (V,S,M) (C)

● Witch Bolt (V,S,M) (C)

4

2

7

0

8

0

2

0

● Darkness (V,M) (C)

5

0

9

0

SPILLS KNOWN

# Features and Magic Items

## Warlock2

### Subclasses

#### Subclass: Hexblade Patron

You have made your pact with a mysterious entity from the Shadowfell—a 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 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

#### 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 half your 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 can't use the feature again until you finish a long rest.

#### 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.

#### Firbolg Magic

**Source:** Race (Firbolg)

You can cast detect magic and disguise self with this trait, using Wisdom as your spellcasting ability for them. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of disguise self, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.

#### 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 weapon's 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.

## Hidden Step

**Source:** Race (Firbolg)

As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.

## Mask of Many Faces

**Source:** Warlock (Eldritch Invocations)

You can cast disguise self at will, without expending a spell slot.

## Minions of Chaos

**Source:** Warlock (Eldritch Invocations)

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

**Prerequisite:** 9th Level

## One with Shadows

**Source:** Warlock (Eldritch Invocations)

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

**Prerequisite:** 5th Level

## Pact of the Tome

**Source:** Warlock

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list. While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

## Powerful Build

**Source:** Race

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

## Repelling Blast

**Source:** Warlock (Eldritch Invocations)

When you hit a creature with eldritch blast, you can push the creature up to 10 feet away from you in a straight line.

## Speech of Beast and Leaf

**Source:** Race (Firbolg)

You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

## Watcher's Eye

**Source:** Background (City Watch)

Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.

## Magic Items

# Spell Descriptions

Warlock2

## 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.

## Darkness

*Evocation Level 2 (concentration)*

**Casting Time:** 1 action

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

**Range:** 60 feet

**Components:** V, M (Bat fur and a drop of pitch or piece of coal)

Magical darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

## Disguise Self

*Illusion Cantrip*

**Casting Time:** 1 action

**Duration:** 1 hour

**Range:** Self

**Components:** V, S

You make yourself, including your clothing, armor, weapons, and other belongings on your person, look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat

to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

## Fly

*Transmutation Level 3 (concentration)*

**Casting Time:** 1 action

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

**Range:** Touch

**Components:** V, S, M (A wing feather from any bird)

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

## Hex

*Enchantment Level 1 (concentration)*

**Casting Time:** 1 bonus action

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

**Range:** 90 feet

**Components:** V, S, M (The petrified eye of a newt)

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

A remove curse cast on the target ends this spell early.

At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

## Minor Illusion

*Illusion Cantrip*

**Casting Time:** 1 action

**Duration:** 1 minute

**Range:** 30 feet

**Components:** S, M (A bit of fleece)

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object such as a chair, muddy footprints, or a small chest it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

## Witch Bolt

*Evocation Level 1 (concentration)*

**Casting Time:** 1 action

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

**Range:** 30 feet

**Components:** V, S, M (A twig from a tree that has been struck by lightning)

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes **1d12** lightning damage, and on each of your turns for the duration, you can use your action to deal **1d12** lightning damage to the target automatically. 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.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by **1d12** for each slot level above 1st.