

# WITCH

(CHARACTER NAME)

CLASS: WARLOCK

PLAYSTYLE: SHOOTER

RACE: \_\_\_\_\_

DIFFICULTY: MEDIUM

## APPEARANCE

## ROLEPLAYING

IDEALS:

LANGUAGES:

1) Common

3)

2)

4)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: \_\_\_\_\_

- I

+ 2

STRENGTH

DEXTERITY

CONSTITUTION

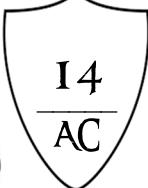
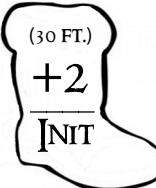
INTELLIGENCE

+ 1

+ 5

WISDOM

CHARISMA



## SPECIAL

### *Witch Bolt.*

As an action, make an attack. Ranged (60 ft.), 2d12 lightning. On a hit, you may use your actions on subsequent turns to deal 1d12 lightning to the same target as long as it is in range and sight. This ends when you choose a different action.

## REACTIONS

## ATTACKS (+5)

### *Eldritch Blast.*

Ranged (240 ft.), 1d10+3 force.

### *Ray of Frost.*

Ranged (120 ft.), 1d8 cold. Target loses 10 ft. move speed for 1 turn.

### *Thorn Whip.*

Reach (60 ft.), 1d6 piercing. Pull target 10 ft. towards you.

## BONUS ACTIONS

## ABILITIES (DC 13)

### *Cackling Laughter.* ∞

Cackles of evil are directed at a target, giving it disadvantage on its next attack roll. [60 ft. range, 1d4 psychic, lasts 1 round (WIS save: no dmg or effect)].

### *True Strike.* ∞

Gain advantage on your first attack roll against a chosen target on your next turn. [60 ft. range].

### *Witch Hand.* ∞

Create a floating spectral hand that can perform simple tasks. It can carry up to 10 pounds. [30 ft. range].

## FEATURES

**Dark One's Blessing.** After you make a kill, the next time you take damage, it is reduced by up to 6. This effect does not stack.

**Devil's Sight.** For up to 120 ft., you can see in darkness as normal vision.

**Spell Sniper.** All of your attacks and abilities ignore half and 3/4 cover.

**Pact Recovery.** You regain your *witch bolt* uses after a short rest.

## ITEMS

### EQUIPMENT:

**Main Hand.** Crooked Wand.

**Off-Hand.**

**Armor.** Studded Leather.

### TOOLS/KITS:

**Alchemist's Supplies.** Glassware, stands, stirring rods, and mortar and pestle to make concoctions.

**Hit Dice.**

During short rest (1 hr.), heal yourself for 1d8+3.

### BACKPACK:

**Priest's Pack.**

- blanket
- tinderbox, candles (10)
- blocks of incense (5)
- waterskin, rations (2)
- book of witchcraft

MONEY: Copper: \_\_\_\_\_ Silver: \_\_\_\_\_ Gold: 25