

Booker Crest

CHARACTER NAME

1 Warlock (the Hexblade)

LEVEL & CLASS

Tim

PLAYER NAME

Far Traveler

BACKGROUND Wanderer

Aasimar, Scourge 0

RACE

EXPERIENCE

300

Next Level

STRENGTH

+1

13

DEXTERITY

+2

14

CONSTITUTION

+3

16

INTELLIGENCE

-1

9

WISDOM

+2

14

CHARISMA

+3

16

+1 STR ☐ -1 INT  
+2 DEX ☐ +4 WIS  
+3 CON ☐ +5 CHA

RESISTANCES

Necrotic

Radiant

SAVING THROWS

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

SKILLS

16

MAXIMUM HIT POINTS

+2

PROFICIENCY BONUS

15

ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+2

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL DIE USED

1 d8+3

HIT DICE

ENCUMBERED

20 ft

30 ft

SPEED

FEATURE

Hexblade's Curse

MAX

1

RECOVER

SR

USED

Healing Hands (1 HP)

1

LR

LIMITED FEATURES

ACTIONS

Healing Hands

BONUS ACTIONS

Hexblade's Curse

REACTIONS

ACTIONS

ATTACK NAME

Spear

PROF ABILITY

✓ Cha

RANGE

Melee, 20/60 ft

TO HIT

+5

DAMAGE

1d6+3

DAMAGE TYPE

Piercing

Thrown, versatile (1d8)

DESCRIPTION

Spear (Hexblade's Curse)

✓ Cha

Melee, 20/60 ft

+5

1d6+5

Piercing

Thrown, versatile (1d8); Crit on 19-20

ATTACKS: WEAPONS & CANTRIPS

14

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME

TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME

TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

- Pact Magic (Warlock 1, PHB 107) [2 cantrips & 2 spells known; 1× 1st-level spell slot]
  - I can cast warlock cantrips/spells that I know, using Charisma as my spellcasting ability
  - I can use an arcane focus as a spellcasting focus for my warlock spells
  - I regain these spell slots on a short rest
- Hex Warrior (the Hexblade 1, XGtE 55)
  - I gain proficiency with medium armor, shields, and martial weapons
  - When I finish a long rest, I can imbue one weapon I touch with my will
  - Until my next long rest, I can use it with Charisma instead of Strength or Dexterity
  - I have to be proficient with the weapon and it can't have the two-handed property
  - This benefit also works with every weapon from Pact of the Blade, with no restriction
- Hexblade's Curse (the Hexblade 1, XGtE 55) [1× per short rest]
  - As a bonus action, I can curse a creature I can see within 30 ft of me for 1 minute
  - I add my proficiency bonus to damage rolls against the cursed target
  - My attack rolls against the curse target score a critical hit on a roll of 19 and 20
  - If the target dies while cursed, I regain HP equal to my warlock level + Cha mod
  - The curse ends after 1 minute, when the target dies, I die, or I'm incapacitated

I honor my deities through practices that are foreign to this land.

I begin or end my day with small traditional rituals that are unfamiliar to those around me.

Inquisitive: Everything is new, but I have a thirst to learn.  
(Neutral)

Though I had no choice, I lament having to leave my loved one  
(s) behind. I hope to see them again one day.

I have a weakness for the new intoxicants and other pleasures of this land.

## Feature Name: All Eyes on You

My accent, mannerisms, figures of speech all mark me as foreign. Curious glances are directed my way wherever I go. A nuisance, but I also gain the friendly interest of the curious. I can parley this attention into access I might not otherwise have, for me and my companions. Nobles, scholars, merchants, and guilds, might be among the interested.

Scourge Aasimar (+1 Constitution, +2 Charisma)

Light Bearer: I know the Light cantrip.

Healing Hands: As an action, once per long rest, I can touch to heal for my level in HP.

**Radiant Consumption:** Once per long rest when I'm 3rd level, I can use an action to radiate bright light in 10-ft radius and dim light for another 10-ft, for 1 minute or until I end it as a bonus action. Once on my turn my attack or spell deals my level in extra radiant damage to one target, and at the end of my turns all creatures within 10 ft of me, including myself, take half my level in radiant damage.

ADVENTURING GEAR	#	LB
Backpack, with:		5
Crystal arcane focus		1
Crowbar		5
Hammer		3
Pitons	10	0.25
Torches	10	1
Tinderbox		1
Rations, days of	10	2
Waterskin		5
Hempen rope, feet of	50	0.2
SUBTOTAL		62.5


[illegible][illegible]

Diagram of a 5-ton capacity scale with five weight increments. The scale is represented by five horizontal bars, each with a weight value. The first bar is labeled '5' and the second bar is labeled '10'. The third bar is labeled '15' and the fourth bar is labeled '20'. The fifth bar is labeled '25'. The scale is shown in a perspective view, with the bars arranged vertically. The weight values are displayed in a large, bold font on each bar. The scale is shown in a perspective view, with the bars arranged vertically. The weight values are displayed in a large, bold font on each bar.

Weight Increment	Weight Carried	Carrying Capacity
5	77.6 lb	195 lb
10		195 lb
15		195 lb
20		195 lb
25		195 lb

WEIGHT CARRIED

77.6 lb

CARRYING CAPACITY

195 lb

PUSH/DRAW/LIFT

196 - 390 lb

## NOTES

### EXTRA EQUIPMENT

## OTHER HOLDINGS

MAGIC ITEMS

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

## EXTRA MAGIC ITEMS

FEAT:

FEAT:

FEAT:

FEAT:

## EXTRA FEATS

FEATURE

MAX

RECOVER

USED

## EXTRA LIMITED FEATURES

ACTIONS

ACTIONS

BONUS ACTIONS

REACTIONS

## EXTRA ACTIONS

## EXTRA PROFICIENCIES



Booker Crest

CHARACTER NAME

GENDER	AGE	Medium SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

ORGANIZATION

SYMBOL

APPEARANCE

Modest

LIFESTYLE

DAILY PRICE

1 gp

ENEMIES

CHARACTER HISTORY



Booker Crest

CHARACTER NAME

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

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SPELL SLOTS

WARLOCK SPELLS

Charisma

SPELLCASTING ABILITY

+5

ATTACK MODIFIER

DC 13

SAVING THROW DC

CANTRIPS (0 LEVEL)									
SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Eldritch Blast	Spell attack for 1 beam(s), each 1d10 Force damage; beams can be combined or split	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	237
Green-Flame Blade	Melee wea atk with cast; if hit: 0 Fire dmg, 1 crea in 5 ft 0+2 (Cha) Fire dmg	—	Evoc	1 a	S:5-ft rad	S,M,f	Instantaneous	T	107

1ST LEVEL									
SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Armor of Agathys	5+5/SL temp HP; as long as temp HP last any crea that hits in melee takes 5+5/SL Cold dmg	—	Abjur	1 a	Self	V,S,M	1 h	P	215
Comp. Languages (R)	Understand all spoken language or written language when touched; does not help vs. cyphers	—	Div	1 a	Self	V,S,M	1 h	P	224

SCOURGE AASIMAR SPELLS

Charisma

SPELLCASTING ABILITY

+5

ATTACK MODIFIER

DC 13

SAVING THROW DC

CANTRIPS (0 LEVEL)									
KN SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	—	Evoc	1 a	Touch	V,M	1 h (D)	P	255