

Faenn 'Squid' Sternbaum

CHARACTER NAME

Warlock 9

CLASS & LEVEL

Half-Elf

RACE

Mercenary Veteran

BACKGROUND

Chaotic neutral

ALIGNMENT

Phil

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+2

14

CONSTITUTION

+3

16

INTELLIGENCE

+0

10

WISDOM

+1

12

CHARISMA

+5

20

0

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +2 Dexterity
- ☐ +3 Constitution
- ☐ +0 Intelligence
- ☒ +5 Wisdom
- ☒ +9 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ +5 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +5 Insight (Wis)
- ☒ +9 Intimidation (Cha)
- ☒ +4 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ +5 Performance (Cha)
- ☒ +9 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +5 Survival (Wis)

SKILLS

20

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 75

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Superstitious. I'm haunted by the memories of war. I can't get the images of violence out of my mind.

PERSONALITY TRAITS

Order is well, but when people follow orders blindly, they embrace a kind of tyranny

IDEALS

Those who fight besides me are those worth dying for

BONDS

Confined spaces remind me of the battlefield fray and leave me quivering with fear

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

PactWeapon +10 d8+6/s

Dagger +7 1d4+3/p

Shortsword +7 1d6+3/p

Armor: Half Plate

Shield: Shield

Hexblade ist Spellcasting

Focus

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

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

Languages:

Common, Elvish, Dwarven

OTHER PROFICIENCIES & LANGUAGES

CP

42

SP

27

EP

0

GP

400

PP

4

Scutum of the Seventh Legion, Sword of Sharpness, Dungeoneers Pack(Backpack, Crowbar, Hammer, 10 Torches, tinderbox, 10 rations, Waterskin, 10 Kletterhacken, 50ft. hemp Rope) Decke/Schlafrolle, Component Pouch,Uniform (travelers quality, Rot/Dunkel Blau), Fine Clothing (grün/schwarz), 2 Hemden trav. qual., Spalleder Stiefel, Waffenöl, Strohhut, Winterkleidung, schwarzer Mantel * 1000 Gold Nicodemus --> Mantle * 500g investment Glasbläserei

EQUIPMENT

(See Features Page)

- Accursed Specter
- Agonizing Blast
- Darkvision (60')
- Eldritch Invocations
- Eldritch Smite
- Fey Ancestry
- Hex Warrior
- Hexblades Curse
- Improved Pact Weapon
- Lucky
- Mercenary Life
- Pact of the Blade
- Thirsting Blade
- Whispers of the Grave

Aussehen:

- * halb Elf, Hoch gewachsen, drahtig
- * Schulter lange, schwarze Haare mit leichtem grau auf der linken Seite (Narbe), an den Seiten rasiert, zum Zopf gebunden
- * Helle haut, auffallend helle, graue/wässrige Augen, stechend (eventuell etw. unangenehm)
- * linkes Ohr abgeschnitten, vernarbt
- * Narbe geht ins Gesicht, wird aber von Bart verdeckt
- * Gepflegter Vollbart (kurz geschnitten), leicht grauer Einschlag auf der linken Seite (Narbe)
- * Trägt Uniform Mantel (Rot, Dunkel Blau)
- * Tattoo Schulter: Tropfende Blut Rote Welle (Kompanie)
- * Leder Hose, Hemd
- * Knie Hohe Stiefel, leder, gut gepflegt
- * Tattoo an Unterarmen (hinten) Schwert & Schild (re/li)

FEATURES & TRAITS



Warlock 9

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

17

SPELL SAVE DC

+9

SPELL ATTACK
BONUS

0

CANTRIPS

Speak With Dead (V,S)

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

PREPARED

SPELL NAME

● Armor Of Agathys (V,S,M)

● Hex (V,S,M) (C)

3

0

- Fly (V,S,M) (C)
- Tongues (V,M)
- Vampiric Touch (V,S) (C)

6

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- Charm Monster (V,S)
- Dimension Door (V)
- Sickening Radiance (V,S) (C)

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- Contact Other Plane (V) (R)
- Dream (V,S,M)

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Features and Magic Items

Faenn 'Squid' Sternbaum

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.

Agonizing Blast

Source: Warlock (Eldritch Invocations)

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

Darkvision (60')

Source: Race

Accustomed to life underground, 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.

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.

Eldritch Smite

Source: Warlock (Eldritch Invocations)

Once per turn when you hit a creature with your pact weapon, you can expend a warlock spell slot to deal an extra 1d8 force damage to the target, plus another 1d8 per level of the spell slot, and you can knock the target prone if it is Huge or smaller.

Prerequisite: 5th level, Pact of the Blade

Fey Ancestry

Source: Race (Elf)

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

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.

Improved Pact Weapon

Source: Warlock (Eldritch Invocations)

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells.

In addition, the weapon gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls.

Finally, the weapon you conjure can be a shortbow, longbow, light crossbow, or heavy crossbow.

Prerequisite: Pact of the Blade

Lucky

Source: Race (Halfling)

When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Mercenary Life

Source: Background (Mercenary Veteran)

You know the mercenary life as only someone who has experienced it can. You are able to identify mercenary companies by their emblems, and you know a little about any such company, including the names and reputations of its commanders and leaders, and who has hired them recently. You

can find the taverns and festhalls where mercenaries abide in any area, as long as you speak the language. You can find mercenary work between adventures sufficient to maintain a comfortable lifestyle (see "Practicing a Profession" under "Downtime Activities" in chapter 8 of the Player's Handbook).

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 can't 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

Whispers of the Grave

Source: Warlock (Eldritch Invocations)

You can cast speak with dead at will, without expending a spell slot

Prerequisite: 9th Level

Magic Items

Scutum of the Seventh Legion

Requires Attunement: True

Rarity: Rare

3x/Day Absorb Elements Thunder/Lightning

Sword of Sharpness

Requires Attunement: True

Rarity: Rare

- Object take maximum damage - On natural 20 - 14 Slashing Damage, then roll again. natural20: lop of a limb
- Command 10' bright, 10' dim light

Spell Descriptions

Faenn 'Squid' Sternbaum

Armor Of Agathys

Abjuration Level 1

Casting Time: 1 action

Duration: 1 hour

Range: Self

Components: V, S, M (A cup of water)

A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot.

Charm Monster

Enchantment Level 4

Casting Time: 1 action

Duration: 1 hour

Range: 30 feet

Components: V, S

You attempt to charm a creature you can see within range. It must make a Wisdom saving throw, and it 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 is friendly to you. When the spell ends, the creature knows it was charmed by you.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

Contact Other Plane

Divination Level 5 (ritual)

Casting Time: 1 minute

Duration: 1 minute

Range: Self

Components: V

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other

creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect.

On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The DM answers each question with one word, such as yes, no, maybe, never, irrelevant, or unclear (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

Dimension Door

Conjuration Level 4

Casting Time: 1 action

Duration: Instantaneous

Range: 500 feet

Components: V

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet".

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

Dream

Illusion Level 5

Casting Time: 1 minute

Duration: 8 hours

Range: Special

Components: V, S, M (A handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird)

This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a Wisdom saving throw. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage.

If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its saving throw with disadvantage.

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.

Sickening Radiance

Evocation Level 4 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: 120 feet

Components: V, S

Dim, greenish light spreads within a 30-foot-radius sphere centered on a point you choose within range. The light spreads around corners, and it lasts until the spell ends. When a creature moves into the spell's area for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or take 4d10 radiant damage, and it suffers one level of exhaustion and emits a dim, greenish light in a 5-foot radius. This light makes it impossible for the creature to benefit from being invisible. The light and any levels of exhaustion caused by this spell go away when the spell ends.

Speak With Dead

Necromancy Cantrip

Casting Time: 1 action

Duration: 10 minutes

Range: 10 feet

Components: V, S

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Tongues

Divination Level 3

Casting Time: 1 action

Duration: 1 hour

Range: Touch

Components: V, M (A small clay model of a ziggurat)

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

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.