

Korgak

CHARACTER NAME

The Archfey Warlock 5

CLASS & LEVEL

Half-Orc

RACE

Outlander

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

13256

EXPERIENCE POINTS

STRENGTH

5

20

DEXTERITY

2

15

CONSTITUTION

1

12

INTELLIGENCE

2

15

WISDOM

0

10

CHARISMA

3

17

INSPIRATION

3

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

2

INITIATIVE

30

SPEED

Hit Point Maximum 29

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Eldritch Blast

+6

1d10 Force

Vicious Mock...

DC14

2d4 Psychic

Chill Touch

+6

2d8 Necrotic

Hellish Rebuke

DC14

2d10 Fire

Staff of the D...

+8

1d6+5

Staff of the D...

+8

5

Infestation

DC14

2d6 Poison

ATTACKS & SPELLCASTING

1000

CP

340

SP

860

GP

10

PP

1 Dungeoneer's Pack

1 Arcane Focus

1 Leather Armor

1 Staff

1 Hunting trap

1 Dire Wolf Pelt

1 Traveler's clothes

EQUIPMENT

Rude but learning Has grown close to his party, comfortable with talking but now says stupid shit too much

PERSONALITY TRAITS

IDEALS

Family naturally runs close to heart, but if they truly know who I've become, they would hate me.

BONDS

FLAWS

Darkvision

Wanderer

Fey Presence

Pact of the Tome

Relentless Endurance

Savage Attacks

Eldritch Invocation: Agonizing Blast

Eldritch Invocation: Eyes of the Rune Keeper

Eldritch Versatility

Orcish Fury

Spell Sniper

Eldritch Invocation: Aspect of the Moon

Máthair Feannag's Offer

FEATURES & TRAITS

TOOL: Lute

LANGUAGE: Common, Giant, Orc

ARMOR: Light Armor


WEAPON: Simple Weapons

OTHER PROFICIENCIES & LANGUAGES

NAME	ATK	DAMAGE/TYPE
Fire Bolt	+6	2d10 Fire
Eldritch Blast	+6	1d10 Force
Vicious Mock...	DC14	2d4 Psychic
Chill Touch	+6	2d8 Necrotic
Hellish Rebuke	DC14	2d10 Fire
Staff of the D...	+8	1d6+5
Infestation	DC14	2d6 Poison
Fire Bolt	+6	2d10 Fire
Eldritch Blast	+6	1d10+3 Force
Vicious Mock...	DC14	2d4 Psychic
Chill Touch	+6	2d8 Necrotic
Hellish Rebuke	DC14	2d10 Fire
Staff of the D...	+8	1d6+5
Infestation	DC14	2d6 Poison
Fire Bolt	+6	2d10 Fire
ATTACKS & SPELLCASTING		

CP	SP	EP	GP	PP
1 Smithing Hammer				
1 Staff of the Dead Lord				
EQUIPMENT				

Total: _____	Total: _____
Total: _____	Total: _____
Total: _____	Total: _____



SPELLCASTING CLASS

CHARISMA

SPELLCASTING ABILITY

14

SPELL SAVE DC

6

SPELL ATTACK BONUS

0

CANTRIPS

Eldritch Blast

Mage Hand

Vicious Mockery

True Strike

Chill Touch

Infestation

Fire Bolt

3

2

Counterspell

4

0

5

0

6

0

7

0

8

0

9

0

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

Faerie Fire

Hellish Rebuke

Cause Fear

2

0

Shadow Blade

Invisibility

# FEATURES & TRAITS

## Darkvision

Thanks to your orc 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.

## Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

## Fey Presence

Starting at 1st level, your patron bestows upon you the ability to project the beguiling and fearsome presence of the fey. As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

## Pact of the Tome

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.

## Relentless Endurance

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

## Savage Attacks

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

## Eldritch Invocation: Agonizing Blast

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

## Eldritch Invocation: Eyes of the Rune Keeper

You can read all writing.

## Eldritch Versatility

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing a change of focus in your occult studies: Replace one cantrip you learned from this class's Pact Magic feature with another cantrip from the warlock spell list. Replace the option you chose for the Pact Boon feature with one of that feature's other options. If you're 12th level or higher, replace one spell from your Mystic Arcanum feature with another warlock spell of the same level. If this change makes you ineligible for any of your Eldritch Invocations, you must also replace them now, choosing invocations for which you qualify.

## Orcish Fury

Your inner fury burns tirelessly. You gain the following benefits:\n\n- Increase your Strength or Constitution score by 1, to a maximum of 20.\n-When you hit with an attack using a simple or martial weapon, you can roll one of the weapon's damage dice an additional time and add it as extra damage of the weapon's damage type. Once you use this ability, you can't use it again until you finish a short or long rest.\n-Immediately after you use your Relentless Endurance trait, you can use your reaction to make one weapon attack.

## Spell Sniper

You have learned techniques to enhance your attacks with certain kinds of spells, gaining the following benefits: When you cast a spell that requires you to make an attack roll, the spell's range is doubled. Your ranged spell attacks ignore half cover and three-quarters cover. You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, sorcerer, warlock, or wizard spell list. Your spellcasting ability for this cantrip depends on the spell list you choose from.

## Eldritch Invocation: Aspect of the Moon

You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading your Book of Shadows and keeping watch.

## Màthair Feannag's Offer

You may cast remove curse 1 time

# SPELLS

## Eldritch Blast

Evocation cantrip

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** A creature within range

**Components:** V S

**Duration:** Instantaneous

### Description:

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. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

## Mage Hand

Conjuration cantrip

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** A point you choose within range

**Components:** V S

**Duration:** 1 minute

### Description:

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

## Vicious Mockery

Enchantment cantrip

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A creature you can see and that can hear you within range

**Components:** V

**Duration:** Instantaneous

### Description:

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## True Strike

Divination cantrip

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** A target in range

**Components:** S

**Duration:** ConcentrationUp to 1 round

### Description:

You point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

## Chill Touch

Necromancy cantrip

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** The space of a creature within range

**Components:** V S

**Duration:** 1 round

### Description:

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. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## Infestation

Conjuration cantrip

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** One creature you can see within range

**Components:** V S M

**Duration:** Instantaneous

### Description:

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## Fire Bolt

Evocation cantrip

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** A creature or object within range

**Components:** V S

**Duration:** Instantaneous

### Description:

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Abjuration cantrip

**Casting Time:**

**Range:**

**Target:**

**Components:** V S M

**Duration:**

**Description:**

## Faerie Fire

Evocation 1

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** Each object in a 20-foot cube within range

**Components:** V

**Duration:** ConcentrationUp to 1 minute

### Description:

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

### **Hellish Rebuke**

Evocation 1

**Casting Time:** 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

**Range:** 60 feet

**Target:** The creature that damaged you

**Components:** V S

**Duration:** Instantaneous

#### **Description:**

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

### **Cause Fear**

Necromancy 1

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** One creature you see within range

**Components:** V

**Duration:** ConcentrationUp to 1 minute

#### **Description:**

You awaken the sense of mortality in one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

### **Shadow Blade**

Illusion 2

**Casting Time:** 1 bonus action

**Range:** Self

**Target:** Self

**Components:** V S

**Duration:** ConcentrationUp to 1 minute

#### **Description:**

You weave together threads of shadow to create a sword of solidified gloom in your hand. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d8 psychic damage on a hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you use the sword to attack a target that is in dim light or darkness, you make the attack roll with advantage. If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

**At Higher Levels:** When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d8. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d8. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d8.

### **Invisibility**

Illusion 2

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature you touch

**Components:** V S M

**Duration:** ConcentrationUp to 1 hour

#### **Description:**

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

### **Counterspell**

Abjuration 3

**Casting Time:** 1 reaction, which you take

when you see a creature within 60 feet of you casting a spell

**Range:** 60 feet

**Target:** A creature in the process of casting a spell

**Components:** S

**Duration:** Instantaneous

#### **Description:**

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.