| Class: Warlock Race: Dark Elf | pland Player:Background:_Outlander | | DEMON | BANI |
|--|---|--|---|---|
| LEVEL Gender: F Size: I | <u>Med</u> Height: <u>5'4</u> Weight: <u>White</u> Eyes: <u>Amber</u> Alignn | | 111 | |
| ABILITIES | | | S KILLS | |
| Ability Modifier Saving Throw | SANITY SANITY | E | Bonus Skill Name | Proficient |
| 9 STR -1 -1 12 DEX +1 +1 | Maximum 10 Current Sanity | +2 | +1 Acrobatics (Dex) 0 Animal Handling +3 Arcana (Int) | \otimes |
| 13 DEX +1 +1 1 | 8 + Proficiency Bonus ABILITY SAVE DC | Proficiency Bonus | +1 Athletics (Str) +5 Deception (Cha) +1 History (Int) | ⊗ ⊗ ○ |
| 12 INT +1 +1 | $ \begin{array}{c} 8 + \frac{Cha}{Prof} \\ + \frac{Prof}{Bonus} \end{array} $ $ \begin{array}{c} 8 + \frac{Con}{Prof} \\ + \frac{Prof}{Bonus} \end{array} $ | Inspiration | +0 Insight (Wis) +3 Intimidation (Cha | 000 |
| 10 WIS +0 +0 | Saving Throw Advantages/Disadva Adv. on saves vs. being charmed; I | ŭ . | +1 Investigation (Int) +0 Medicine (Wis) +1 Nature (Int) | 000 |
| 16 CHA +3 +5 | SPECIAL FEATURES Feature | Max Use Recovery Used | +2 Perception (Wis) +3 Performance (Cha |) () () |
| ✓ Senses ✓ Senses | Faerie Fire | 1 Long Rest | +3 Persuasion (Cha) +1 Religion (Int) | Ö |
| PASSIVE PERCEPTION 10 Perception Skill Darkvision 120 ft. Sunlight Sensitivity | | | +1 Sleight of Hand (Dex) +1 Stealth (Dex) +2 Survival (Wis) | Dex) () () () () () () () () () () () () () |
| Сомват | | +1 I _{NITIATIVE} 1 | + Misc Base Speed 30 | ENCUMBERED 20 |
| CLASS Shield Bonus Dexterity December 1 | | Max (25) | emporary HP | Wounds |
| NATURAL AC (NO ARMOR) 11 + Spell Modifier + Item Modifier + Misc Bonus | | TT | | II Survive III Perish ATH SAVES DC 10) |
| ATTACKS # | | | us Action, and 1 Reaction per Turn) | |
| Weapon Prof. Range Dagger Melee Special: Finesse, light, thrown (20/60 ft.) | +1 d4+1 Piercing Att | e Actions cack / Cast a Spell sh / Disengage / Dodge cape Grapple / Help / Hide | Bonus Actions | |
| Light Crossbow 80/320 ft. Special: Ammunition, loading, two-handed | +1 d4+1 Piercing Re. | ady / Search / Use Object 1 att: Disarm / Grapple / Showerie Fire (1 x per long rest) | e | |
| Special: | | | Reactions Opportunity Attack | |
| Special: | | | | -71 |
| Special: By Rich Lescouflair Castle Skydawn Design | | | Original Concept by Javier Aumante and | morepurplemorebetter |

RACIAL FEATURES

Trance: Elves don't need to sleep, but meditate semiconsciously, for 4 hours a day.

This gives the same benefit as a human gets from 8 hours of sleep.

Sunlight Sensitivity: Disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when I or what I am trying to attack/perceive is in direct sunlight. Drow Magic: 1st IvI: Dancing Lights; 3rd level: Faerie Fire; 5th level: Darkness.

Spells can be used once per long rest. Charisma is my spellcasting ability for these.

CLASS FEATURES

Pact Magic (Warlock 1, PHB 107) [2 cantrips & 4 spells known]

can cast warlock cantrips/spells that I know, using Cha as my spellcasting ability

I can use an arcane focus as a spellcasting focus

I regain these spell slots on a short rest

Dark One's Blessing (the Fiend 1, PHB 109)

When I reduce a hostile to 0 HP, I gain Cha mod + warlock level temp HP (min 1)

Agonizing Blast (Eldritch Invocation, PHB 110)

I can add my Charisma modifier to the damage of my Eldritch Blast cantrip.

Armor of Shadows (Eldritch Invocation, PHB 110)

I can cast Mage Armor on myself at will, without slots or material comp. (PHB 256)

Pact of the Tome (Warlock 3, PHB 108)

I have a Book of Shadows with any three cantrips of my choosing

I can cast these cantrips as long as I have the book on my person

Regardless of the lists they come from, these count as warlock cantrips to me

I can get a replacement book with a 1-hour ceremony during a short or long rest

Proficiencies

ARMOR: ALIGHT MEDIUM HEAVY

SHIELDS

WEAPON: SIMPLE MARTIAL OTHER:

LANGUAGES

Tools

Common

Infernal

Elvish



EQUIPMENT

ADVENTURING GEAR

| NAME | # | WT. |
|--------------------------------|---|-----|
| Common Clothes / Robes | | |
| Belt Pouch / Component Pouch | | |
| Backpack / Bedroll | | |
| Mess Kit / Tinderbox | | |
| 10 days of rations / Waterskin | | |
| 50' Rope | | |
| Quill and bottle of ink | | |
| Traveler's Journal | | |
| Magnifying Glass | | |
| | | |
| Attuned Magic Items (Max of 3) | | WT. |

| BACKGROUND | |
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| TO. | - |
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| PERSONALITY | PAIT |
| | |

I face all of my challenges with guile and wit.

Fair fights are for the foolish.

True power comes from the betterment of oneself.

I've recently become an apprentice of Erisa Carthane - sage of Sereth. She sent me to this region to investigate the growing level of corruption in the area.

I am slow to trust members of other races, tribes, and societies.

BACKGROUND FEATURE

Stares into the Void: I can sense the general direction of sources of corruption in areas affected by Abyssal energy by making a successful Intelligence (Arcana) check. The DC for this check is 10 + the Corruption Level of the area. I gain advantage on all Sanity checks involving entering a corrupted area or coming into physical contact with a corrupted item.

FEATS



| FEAT: | | | |
|-------|------|------|--|
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FEAT:











LIFESTYLE: DAILY EXPENSES:

| NAME | # | WT |
|-------------------|---|----|
| Potion of Healing | | |
| Bag of Holding | | |
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| | | |
| OTHER VALUELES | | |

| OTHER | VALUBLES | |
|-------|----------|--|
| C II | -1 I | |

Small glass cube with glowing rune inside - belonged to my first teacher.

| TAL WI. | ENCUMBERED |
|---------|------------|
| | =Str x 5 |

=(Str x 15)-30