



## 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 lvl: 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]**  
 I 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:**  LIGHT  MEDIUM  HEAVY  SHIELDS

**WEAPON:**  SIMPLE  MARTIAL  OTHER:

<b>L. LANGUAGES</b>	<b>T. TOOLS</b>
Common _____	Flute _____
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.


### PERSONALITY TRAIT

I face all of my challenges with guile and wit.  
 Fair fights are for the foolish.

### IDEAL

True power comes from the betterment of oneself.

### BOND

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.

### FLAW

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: \_\_\_\_\_

FEAT: \_\_\_\_\_

FEAT: \_\_\_\_\_

FEAT: \_\_\_\_\_

PLATINUM = 10 GP	GOLD = 10 EP	ELECTRUM = 10 SP	SILVER = 10 CP	COPPER
<input type="text"/>	<input type="text" value="30"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

LIFESTYLE: \_\_\_\_\_ DAILY EXPENSES: \_\_\_\_\_

NAME	#	WT.
Potion of Healing		
Bag of Holding		

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

<b>TOTAL WT.</b>	<b>ENCUMBERED</b>	<b>HEAVILY ENC.</b>	<b>PUSH/LIFT</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	=Str x 5 -10 Spd.	=Str x 10 -20 Spd.	=(Str x 15)-30 Spd.= 5 ft.