

Character Name

Dark Elf

Race

Warlock 1

Class & Level

Height & Weight

Age & Sex

8 STR **-1**

14 CON **+2**

10 DEX **0**

Initiative

+1

Level + Dex

10 INT **0**

17 WIS **3**

18 CHA **4**



Hit Points

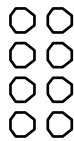
24

Maximum

Current

Recoveries

8



Death Saves



PD

12

11 + Level + Str/Con/Dex

AC

14

11 + Level + Int/Wis/Caa

MD

15

11 + Level + Int/Wis/Cha

Saving Throws

Easy: 6+
Normal: 11+
Hard: 16+

Icon Relationships

Prince of Shadows (positive 1)

Elf Queen (conflicted 1)

Emperor (negative 1)

One Unique Thing

Backgrounds

Talents & Features

Cruel (Drow Racial Power)

Once per battle, when you hit a target with a natural even attack, deal 5 ongoing damage.

Doublecross (Talent)

Choose two instead of one pact overlord. You gain the pact abilities of both, and can use each once per battle.

Dark Pact (Class Feature)

Shadow Walk: Once per battle, while you are not engaged, make the following attack as a move action before you have used your standard action this turn.

Attack: Charisma + Level vs. MD (highest of nearby enemies)

Hit: Remove yourself from play. At the start of your next turn, return anywhere nearby, and deal double damage with your first Warlock spell that turn.

Miss: No effect.

Fey Pact (Class Feature)

Blink: Once per battle, as a free action when attacked by an enemy, make a saving throw. If the roll succeeds, you teleport to a nearby location and the attack has no effect on you.

Hexblade

Use Charisma for your basic melee attacks.

You can use a melee weapon as an implement for your Warlock spells.

When you attack a cursed enemy, increase your melee weapon damage dice to d10.

Quick Curse

Once per battle, when the escalation die is 3+, cast a curse spell as a quick action.



Attacks and Spells

Scimitar (Melee attack)

Attack: 1d20+5 vs. AC

Hit: 1d6+4 damage

Miss: 1 damage

Light Crossbow (Ranged attack)

Attack: 1d20+1 vs. AC

Hit: 1d6 damage

Miss: 1 damage

Venomous Spit (Blast)

Spit a sharp, poisoned needle at the target.

Ranged spell

Attack: 1d20+5 vs. PD.

Hit: 1d8+6 poison damage

Natural even hit: 3 ongoing poison damage

Miss: 1 poison damage

Exposed Weakness (Curse)

A white glow on the target's armor and skin shows where it is vulnerable.

Close-quarters spell

Attack: 1d20+5 vs. PD

Hit: 1d6+4 unholy damage and the target is vulnerable to all attacks (save 13+ ends)

Miss: --

Bonded Steel (Weapon Hex)

Effect: Gain a +1 bonus to attack rolls against cursed enemies with the weapon.

Adventurer feat: Against cursed enemies, reroll natural 1s on the damage die.

Spider Skin (Mantle Hex)

Effect: You can climb any surface with ease, including walls and ceilings. Gain unarmed melee attack (1d20+5 vs. AC, 1d6+4 damage, 3 ongoing poison on critical hit)

Equipment