

Thane/Theya

CHARACTER NAME

The Hexblade Warlock 5

CLASS & LEVEL

Hermit

BACKGROUND

PLAYER NAME

Hellfire

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

3

16

CONSTITUTION

1

13

INTELLIGENCE

0

11

WISDOM

1

12

CHARISMA

2

15

INSPIRATION

3

PROFICIENCY BONUS

-1

Strength

3

Dexterity

1

Constitution

0

Intelligence

4

Wisdom

5

Charisma

SAVING THROWS

3

Acrobatics (Dex)

1

Animal Handling (Wis)

0

Arcana (Int)

-1

Athletics (Str)

5

Deception (Cha)

3

History (Int)

1

Insight (Wis)

2

Intimidation (Cha)

0

Investigation (Int)

4

Medicine (Wis)

0

Nature (Int)

1

Perception (Wis)

2

Performance (Cha)

2

Persuasion (Cha)

3

Religion (Int)

3

Sleight of Hand (Dex)

1

Survival (Wis)

SKILLS

11

PASSIVE WISDOM (PERCEPTION)

TOOL: Herbalism Kit

LANGUAGE: Common, Goblin, Infernal

ARMOR: Light Armor, Medium Armor, Shields

WEAPON: Martial weapons, Simple Weapons

OTHER PROFICIENCIES & LANGUAGES

14

ARMOR CLASS

3

INITIATIVE

30

SPEED

Hit Point Maximum

33

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

5

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Quarterstaff (O...)	2	1d6-1 Bludgeo...
Quarterstaff (T...)	2	1d8-1 Bludgeo...
Sickle	2	1d4-1 Slashing
Dagger	+6	1d4+3 Piercing

ATTACKS & SPELLCASTING

CP	SP	EP	GP	PP
5				

1 Arcane Focus

1 Scroll Case Stuffed Full of Notes from Your Studies or Prayers

1 Winter Blanket

1 Quarterstaff

1 Scholar's Pack

1 Sickle

1 Leather Armor

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Hexblade's Curse

Hex Warrior

Hellish Resistance

Darkvision

Devil's Tongue

Hellfire

Discovery

Pact of the Blade

Eldritch Invocations

Eldritch Versatility

Eldritch Invocation: Agonizing Blast

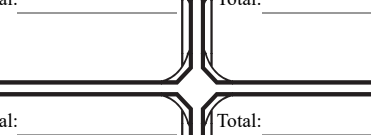
Eldritch Invocation: Improved Pact Weapon

Eldritch Invocation: Eldritch Smite


Eldritch Invocation: Thirsting Blade

Eldritch Adept

FEATURES & TRAITS

[illegible]

From the moment their hand closed around its hilt, they were no longer just another lost soul; they were something more. Now, as a Hexblade warlock, Thane/Theya walks the line between master and servant, wielding eldritch power with deadly precision. But with every strike, the whispers grow louder—reminding them that power always comes at a cost.



SPELLCASTING CLASS

CHARISMA

SPELLCASTING ABILITY

13

SPELL SAVE DC

5

SPELL ATTACK BONUS

0

CANTRIPS

Vicious Mockery

Eldritch Blast

Booming Blade

Green-Flame Blade

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

Armor of Agathys

Witch Bolt

Charm Person

Burning Hands

2

0

Branding Smite

Misty Step

enthrall

Mirror Image

3

2

Hunger of Hadar

Spirit Shroud

4

0

5

0

6

0

7

0

8

0

9

0

FEATURES & TRAITS

Hexblade's Curse

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.

Hex Warrior

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.

Hellish Resistance

You have resistance to fire damage.

Darkvision

Thanks to your infernal heritage, 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.

Devil's Tongue

You know the vicious mockery cantrip. When you reach 3rd level, you can cast the charm person spell as a 2nd-level spell once with this trait. When you reach 5th level, you can cast the enthrall spell once with this trait. You must finish a long rest to cast these spells once again with this trait. Charisma is your spellcasting ability for them. This trait replaces the Infernal Legacy trait.

Hellfire

Once you reach 3rd level, you can cast the burning hands spell once per day as a 2nd-level spell. This trait replaces the hellish rebuke spell of the Infernal Legacy trait.

Discovery

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who consigned you to exile, and hence the reason for your return to society. Work with your DM to determine the details of your discovery and its impact on the campaign.

Pact of the Blade

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.

Eldritch Invocations

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 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.

Eldritch Invocation: Agonizing Blast

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

Eldritch Invocation: Improved Pact Weapon

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.

Eldritch Invocation: Eldritch Smite

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.

Eldritch Invocation: Thirsting Blade

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

Eldritch Adept

Studying occult lore, you have unlocked eldritch power within yourself: you learn one Eldritch Invocation option of your choice from the warlock class. If the invocation has a prerequisite of any kind, you can choose that invocation only if you're a warlock who meets the prerequisite. Whenever you gain a level, you can replace the invocation with another one from the warlock class.

SPELLS

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).

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.

Booming Blade

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Target: one creature within the spell's range

Components: V M

Duration: 1 round

Description:

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and then becomes sheathed in booming energy until the start of your next turn. If the target willingly moves 5 feet or more before then, it immediately takes 1d8 thunder damage, and the spell ends. This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target on a hit, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).

Green-Flame Blade

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Target: one creature within the spell's range

Components: V M

Duration: Instantaneous

Description:

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects, and you can cause green fire to leap from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier. This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target on a hit, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level (2d8 and 2d8) and 17th level (3d8 and 3d8).

Armor of Agathys

Abjuration 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: 1 hour

Description:

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 level above 1st.

Witch Bolt

Evocation 1

Casting Time: 1 action

Range: 30 feet

Target: A creature within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

Charm Person

Enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: A humanoid you can see within range

Components: V S

Duration: 1 hour

Description:

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and 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 regards you as a friendly acquaintance. 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 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.

Burning Hands

Evocation 1

Casting Time: 1 action

Range: Self (15-foot cone)

Target: Self (15-foot cone)

Components: V S

Duration: Instantaneous

Description:

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Branding Smite

Evocation 2

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V

Duration: ConcentrationUp to 1 minute

Description:

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it's invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

Misty Step

Conjuration 2

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V

Duration: Instantaneous

Description:

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

enthrall

Enchantment 2

Casting Time: 1 action

Range: 60 feet

Target: Creatures of your choice that you can see within range and that can hear you

Components: V S

Duration: 1 minute

Description:

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

Mirror Image

Illusion 2

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: 1 minute

Description:

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Hunger of Hadar

Conjuration 3

Casting Time: 1 action

Range: 150 feet

Target: A point within range

Components: V S M

Duration: Concentration Up to 1 minute

Description:

You open a gateway to the dark between the stars, a region infested with unknown horrors. A 20-foot-radius sphere of blackness and bitter cold appears, centered on a point with range and lasting for the duration. This void is filled with a cacophony of soft whispers and slurping noises that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded. The void creates a warp in the fabric of space, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 cold damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 acid damage as milky, otherworldly tentacles rub against it.

Spirit Shroud

Necromancy 3

Casting Time: 1 bonus action

Range: Self

Target:

Components: V S

Duration: Concentration up to 1 minute

Description:

You call forth spirits of the dead, which flit around you for the spell's duration. The spirits are intangible and invulnerable. Until the spell ends, any attack you make deals 1d8 extra damage when you hit a creature within 10 feet of you. This damage is radiant, necrotic, or cold (your choice when you cast the spell). Any creature that takes this damage can't regain hit points until the start of your next turn. In addition, any creature of your choice that you can see that starts its turn within 10 feet of you has its speed reduced by 10 feet until the start of your next turn.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for every two slot levels above 3rd.