

Marino Jahlae

CHARACTER NAME

Hexblade Warlock 3, Bard 2

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human, Variant

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

2

14

CONSTITUTION

2

14

INTELLIGENCE

1

12

WISDOM

-1

8

CHARISMA

3

16

INSPIRATION

3

PROFICIENCY BONUS

- 0 Strength
- 2 Dexterity
- 2 Constitution
- 1 Intelligence
- 2 Wisdom
- 6 Charisma

SAVING THROWS

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

SKILLS

10

PASSIVE WISDOM (PERCEPTION)

TOOL: Cook's Utensils, Drum

LANGUAGE: Gnomish, Halfling

ARMOR: Light Armor, Medium Armor, Shields

WEAPON: Martial Weapons

OTHER PROFICIENCIES & LANGUAGES

18

ARMOR CLASS

3

INITIATIVE

SPEED

Hit Point Maximum 50

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Dagger	+5	1d4+2 Piercing
Battleaxe (One-...	+6	1d8+3 Slashing
Battleaxe (Two-...	+6	1d10+3 Slashing
Cure Wounds		1d8+3 Healing
Healing Word		1d4+3 Healing
Thunderwave	DC14	2d8 Thunder

ATTACKS & SPELLCASTING

CP

SP

EP

10

GP

PP

- 1 Dagger
- 1 Battleaxe
- 1 Shield
- 1 Leather Armor
- 1 Cook's utensils
- 1 Scholar's Pack

EQUIPMENT

Hardy and Boisterous. I love a good fight I love a good drink I love a good meal

PERSONALITY TRAITS

Camaraderie. Good people make even the longest voyage bearable. (Good)

IDEALS

My old crew, sometimes I wish to see them again. Zao, my primary employer The Guild, my secondary employer

BONDS

I am inclined to tell long-winded stories at inopportune times. I commonly am short sighted and make impromptu decisions

FLAWS

Pact Magic

Hex Warrior

Hexblade's Curse

Eldritch Invocations

Pact of the Chain

Bardic Inspiration

Ritual Casting

Jack of All Trades

Song of Rest

FEATURES & TRAITS



CHARISMA	14	6
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

SPELLCASTING CLASS

0	CANTRIPS
---	----------

- Eldritch Blast
- Create Bonfire
- Armor Of Agathys
- Arms of Hadar
- Booming Blade
- Mage Hand

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1	3	

- False Life
- Find Familiar
- Animal Friendship
- Cure Wounds
- Healing Word
- Thunderwave

2	2	
---	---	--

- Invisibility
- Earthbind
- Hold Person

3	0	
---	---	--

4	0	
---	---	--

5	0	
---	---	--

6	0	
---	---	--

7	0	
---	---	--

8	0	
---	---	--

9	0	
---	---	--

FEATURES & TRAITS

Pact Magic

I can cast warlock cantrips/spells that I know, using Charisma as my spellcasting ability I can use an arcane focus as a spellcasting focus I regain these spell slots on a short rest

Hex Warrior

I gain proficiency with medium armor, shields, and martial weapons When I finish a long rest, I can imbue one weapon I touch with my will Until my next long rest, I can use it with Charisma instead of Strength or Dexterity I have to be proficient with the weapon and it can't have the two-handed property This benefit also works with every weapon from Pact of the Blade, with no restriction

Hexblade's Curse

As a bonus action, I can curse a creature I can see within 30 ft of me for 1 minute • I add my proficiency bonus to damage rolls against the cursed target • My attack rolls against the curse target score a critical hit on a roll of 19 and 20 • If the target dies while cursed, I regain HP equal to my warlock level + Cha mod The curse ends after 1 minute, when the target dies, I die, or I'm incapacitated

Eldritch Invocations

Whenever I gain a warlock level, I can replace an invocation I know with another

Pact of the Chain

I can cast Find Familiar as a ritual (PHB 240); Also Imp/Pseudodragon/Quasit/Sprite When taking the attack action, I can forgo 1 attack to have my familiar attack instead It makes this 1 attack by using its reaction

Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Ritual Casting

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

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.

Create Bonfire

Abjuration cantrip

Casting Time:

Range:

Target:

Components: V S M

Duration: Concentration 1 Minute

Description:

Armor Of Agathys

Abjuration cantrip

Casting Time:

Range:

Target:

Components: V S M

Duration: Concentration 1 Hour

Description:

Arms of Hadar

Abjuration cantrip

Casting Time: 1 a

Range: 10ft-rad

Target:

Components: V S

Duration: Instant

Description:

Booming Blade

Abjuration cantrip

Casting Time:

Range:

Target:

Components: V S M

Duration:

Description:

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.

False Life

Necromancy 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: 1 hour

Description:

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional Temporary Hit Points for each slot level above 1st.

Find Familiar

Conjuration 1

Casting Time: 1 hour

Range: 10 feet

Target: An unoccupied space within range

Components: V S M

Duration: Instantaneous

Description:

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Animal Friendship

Enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: A beast that you can see within range

Components: V S M

Duration: 24 hours

Description:

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

Cure Wounds

Evocation 1

Casting Time: 1 action**Range:** Touch**Target:** A creature you touch**Components:** V S**Duration:** Instantaneous**Description:**

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.

Healing Word

Evocation 1

Casting Time: 1 bonus action**Range:** 60 feet**Target:** A creature of your choice that you can see within range**Components:** V**Duration:** Instantaneous**Description:**

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d4 for each slot level above 1st.

Thunderwave

Evocation 1

Casting Time: 1 action**Range:** Self (15-foot cube)**Target:** Self (15-foot cube)**Components:** V S**Duration:** Instantaneous**Description:**

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

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.

Earthbind

Abjuration 2

Casting Time: 1 a**Range:** 300 ft**Target:****Components:** V**Duration:** Concentration1 Min**Description:****Hold Person**

Enchantment 2

Casting Time: 1 action**Range:** 60 feet**Target:** A humanoid that you can see within range**Components:** V S M**Duration:** ConcentrationUp to 1 minute**Description:**

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target on additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.