

Elf
RACE3rd-Level Warlock (Archfey)
LEVEL & CLASSMedium
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH
-1
8DEXTERITY
+1
12CONSTITUTION
+2
14INTELLIGENCE
+1
13WISDOM
+1
12CHARISMA
+3
16

+2 PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☒ +3 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☒ +3 Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☒ +3 History (Int)
- ☐ Insight (Wis)
- ☒ +5 Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

13 PASSIVE WISDOM
(PERCEPTION)12
ARMOR
CLASS+1
INITIATIVE30
FEET
SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVED

NAME	ATK BONUS	DAMAGE/TYPE
Sceptre	+1	1d6-1 BLUDGEONING
Dagger ¹	+3	1d4+1 PIERCING
Spellcasting ²	+5	SPELL SAVE DC: 13

¹You can throw a dagger 20 ft., or up to 60 ft. with disadvantage.³You can cast Cantrips and you also have spell slots with which to cast Spells, as detailed on the next page. Your spell slots replenish after a short or long rest.Spell Slots
[2nd][2nd]

ATTACKS & SPELLCASTING

The long life of Elvishkind has granted you time to uncover forbidden secrets and form a pact with the otherworldly being who begot them, thereby granting you strange and unnatural power.

Darkvision. 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 colour in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Armour of Shadows. You can cast Mage Armour on yourself without expending a spell slot.

Proficiencies. Light armour; simple weapons; longsword, shortsword, longbow, shortbow;

Languages. Common, Elvish, Sylvan, Primordial

OTHER PROFICIENCIES & LANGUAGES

Warlock's Gear:

- mace
- arcane focus (sceptre)
- leather armour
- daggers x 2
- sling
- 10 gold pieces

Scholar's Pack:

- book of lore
- bottle of ink
- ink pen
- 10 sheets of parchment
- little bag of sand
- small knife

EQUIPMENT

FEATURES & TRAITS

High Elf Spells

Light

Evocation cantrip
Casting Time: 1 action
Range: Touch
Components: V, M
Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Cantrips

Eldritch Blast

Evocation cantrip
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

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+3 force damage.

Poison Spray

Conjuration cantrip
Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a DC 13 Constitution saving throw or take 1d12 poison damage.

Pact of the Tome Cantrips

Guidance

Divination cantrip
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Resistance

Abjuration cantrip
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

Warlock Spells

Mage Armour

1st-level abjuration
Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: 8 hours

A protective magical force surrounds you until the spell ends. Your base AC becomes 14. The spell ends if you don armor or dismiss the spell as an action. **Special:** You can cast this spell without expending a spell slot.

Faerie Fire

1st-level evocation
Casting Time: 1 action
Range: 60 ft.
Components: V
Duration: Concentration, up to 1 minute

Each object in a 20-ft. cube within range is outlined in blue, green or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a DC 13 Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-ft. radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Hellish Rebuke

1st-level evocation
Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see
Range: 60 feet
Components: V, S
Duration: Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 3d10 fire damage on a failed save, or half as much damage on a successful one.

Invisibility

2nd-level illusion
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: Concentration, up to 1 hour

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.

Misty Step

2nd-level conjuration
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

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