



HUMAN
RACE

WARLOCK (PACT OF THE FIEND), 3RD LEVEL
LEVEL & CLASS

SAGE
BACKGROUND

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

+0

11

DEXTERITY

+1

13

CONSTITUTION

+2

15

INTELLIGENCE

+2

14

WISDOM

-1

9

CHARISMA

+3

16

+2

PROFICIENCY BONUS

- Strength
- Dexterity
- Constitution
- Intelligence
- +1 Wisdom
- +5 Charisma

SAVING THROWS

- Acrobatics (Dex)
- Animal Handling (Wis)
- +4 Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- +4 History (Int)
- Insight (Wis)
- +5 Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +4 Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

SKILLS

9

PASSIVE WISDOM
(PERCEPTION)

12

ARMOR
CLASS

+1

INITIATIVE

30

FEET
SPEED

Hit Point Maximum **24**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3DB**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
SPELLCASTING ¹	+5	SPECIAL
SPEAR ^{2,3}	+2	1D6 PIERCING
SLING ⁴	+3	1D4+1 BLUDGEONING
DAGGER ⁵	+3	1D4+1 PIERCING

¹ YOUR SPELLCASTING ABILITY IS **CHARISMA**. WHEN CASTING SPELLS THAT REQUIRE YOUR TARGET TO MAKE A SAVING THROW, YOUR **SPELL SAVE DC** IS **18**. YOU REGAIN YOUR EXPENDED SPELL SLOTS AFTER A SHORT OR LONG REST.

² YOU CAN THROW YOUR SPEAR UP TO 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

³ IF WIELDING YOUR SPEAR WITH TWO HANDS, YOU INFLECT 1D8 DAMAGE.

⁴ YOU CAN FIRE SLING BULLETS UP TO 30 FT., OR UP TO 120 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

⁵ YOU CAN THROW A DAGGER UP TO 30 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

SPELL SLOTS

(2ND) (2ND)

ATTACKS & SPELLCASTING

AS A **WARLOCK**, YOU HAVE GAINED MAGICAL POWER THROUGH A PACT MADE WITH A SUPERNATURAL ENTITY.

ELDRITCH SIGHT. YOU CAN CAST DETECT MAGIC AT WILL, WITHOUT EXPENDING A SPELL SLOT.

REPELLING BLAST. WHEN YOU HIT A CREATURE WITH ELDRITCH BLAST, YOU CAN PUSH THE CREATURE UP TO 10 FT. AWAY FROM YOU IN A STRAIGHT LINE.

PACT OF THE CHAIN. YOU CAN CAST THE FIND FAMILIAR SPELL AS A RITUAL, CHOOSING ONE OF THE FOLLOWING FORMS FOR YOUR FAMILIAR: BAT, CAT, CRAB, FROG (TOAD), HAWK, LIZARD, OCTOPUS, OWL, POISONOUS SNAKE, FISH (QUIPPER), RAT, RAVEN, SEA HORSE, SPIDER, WEASEL, IMP, PSEUDODRAGON, QUASIT, OR SPRITE. ADDITIONALLY, WHEN YOU TAKE THE ATTACK ACTION, YOU CAN FORGO ONE OF YOUR OWN ATTACKS TO ALLOW YOUR FAMILIAR TO MAKE ONE ATTACK OF ITS OWN.

DARK ONE'S BLESSING. WHEN YOU REDUCE A HOSTILE CREATURE TO 0 HIT POINTS, YOU GAIN 6 TEMPORARY HIT POINTS.

RESEARCHER. WHEN YOU ATTEMPT TO LEARN OR RECALL A PIECE OF LORE, IF YOU DO NOT KNOW THAT INFORMATION, YOU OFTEN KNOW WHERE AND FROM WHOM YOU CAN OBTAIN IT. USUALLY, THIS INFORMATION COMES FROM A LIBRARY, SCRIPTORIUM, UNIVERSITY, OR A SAGE OR OTHER LEARNED PERSON OR CREATURE.

PROFICIENCIES. LIGHT ARMOUR, SIMPLE WEAPONS.

LANGUAGES. COMMON, ABYSSAL, INFERNAL, SYLVAN

OTHER PROFICIENCIES & LANGUAGES

- CP
- SP
- EP
- GP **10**
- PP

SPEAR
COMPONENT POUCH
LEATHER ARMOUR
DAGGERS (2)
SLING

BACKPACK
BOOK OF LORE
BOTTLE OF INK
QUILL PEN
SHEETS OF PARCHMENT (10)
LITTLE BAG OF SAND

COMMON CLOTHES

EQUIPMENT

FEATURES & TRAITS

CANTRIPS

ELDRITCH BLAST

EVOCATION CANTRIP
CASTING TIME: 1 ACTION
RANGE: 120 FT.
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 FORCE DAMAGE.

MINOR ILLUSION

ILLUSION CANTRIP
CASTING TIME: 1 ACTION
RANGE: 30 FT.
COMPONENTS: S, M
DURATION: 1 MINUTE

YOU CREATE A SOUND OR AN IMAGE OF AN OBJECT WITHIN RANGE THAT LASTS FOR THE DURATION. THE ILLUSION ALSO ENDS IF YOU DISMISS IT AS AN ACTION OR CAST THIS SPELL AGAIN.

IF YOU CREATE A SOUND, ITS VOLUME CAN RANGE FROM A WHISPER TO A SCREAM. IT CAN BE YOUR VOICE, SOMEONE ELSE'S VOICE, A LION'S ROAR, A BEATING OF DRUMS, OR ANY OTHER SOUND YOU CHOOSE. THE SOUND CONTINUES UNABATED THROUGHOUT THE DURATION, OR YOU CAN MAKE DISCRETE SOUNDS AT DIFFERENT TIMES BEFORE THE SPELL ENDS.

IF YOU CREATE AN IMAGE OF AN OBJECT SUCH AS A CHAIR, MUDDY FOOTPRINTS, OR A SMALL CHEST IT MUST BE NO LARGER THAN A 5-FOOT CUBE. THE IMAGE CAN'T CREATE SOUND, LIGHT, SMELL, OR ANY OTHER SENSORY EFFECT.

PHYSICAL INTERACTION WITH THE IMAGE REVEALS IT TO BE AN ILLUSION, BECAUSE THINGS CAN PASS THROUGH IT.

IF A CREATURE USES ITS ACTION TO EXAMINE THE SOUND OR IMAGE, THE CREATURE CAN DETERMINE THAT IT IS AN ILLUSION WITH A SUCCESSFUL INTELLIGENCE (INVESTIGATION) CHECK AGAINST YOUR SPELL SAVE DC. IF A CREATURE DISCERNS THE ILLUSION FOR WHAT IT IS, THE ILLUSION BECOMES FAINT TO THE CREATURE.

ELDRITCH INVOCATIONS

DETECT MAGIC

1ST-LEVEL DIVINATION
CASTING TIME: 1 ACTION
RANGE: SELF
COMPONENTS: V, S
DURATION: CONCENTRATION, UP TO 10 MIN.

FOR THE DURATION, YOU SENSE THE PRESENCE OF MAGIC WITHIN 30 FEET OF YOU. IF YOU SENSE MAGIC IN THIS WAY, YOU CAN USE YOUR ACTION TO SEE A FAINT AURA AROUND ANY VISIBLE CREATURE OR OBJECT IN THE AREA THAT BEARS MAGIC, AND YOU LEARN ITS SCHOOL OF MAGIC, IF ANY.

THE SPELL CAN PENETRATE MOST BARRIERS, BUT IT IS BLOCKED BY 1 FT. OF STONE, 1 INCH OF COMMON METAL, A THIN SHEET OF LEAD, OR 3 FT. OF WOOD OR DIRT.

SPELLS

HEX

1ST-LEVEL ENCHANTMENT
CASTING TIME: 1 BONUS ACTION
RANGE: 90 FT.
COMPONENTS: V, S, M
DURATION: CONCENTRATION, UP TO 1 HOUR

YOU PLACE A CURSE ON A CREATURE THAT YOU CAN SEE WITHIN RANGE. UNTIL THE SPELL ENDS, YOU DEAL AN EXTRA 1D6 NECROTIC DAMAGE TO THE TARGET WHENEVER YOU HIT IT WITH AN ATTACK.

ALSO, CHOOSE ONE ABILITY WHEN YOU CAST THE SPELL. THE TARGET HAS DISADVANTAGE ON ABILITY CHECKS MADE WITH THE CHOSEN ABILITY.

IF THE TARGET DROPS TO 0 HIT POINTS BEFORE THIS SPELL ENDS, YOU CAN USE A BONUS ACTION ON A SUBSEQUENT TURN OF YOURS TO CURSE A NEW CREATURE.

WITCH BOLT

1ST-LEVEL EVOCATION
CASTING TIME: 1 ACTION
RANGE: 30 FT.
COMPONENTS: V, S, M
DURATION: CONCENTRATION, UP TO 1 HOUR

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.

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.

RAY OF ENFEEBLEMENT

2ND-LEVEL NECROMANCY
CASTING TIME: 1 ACTION
RANGE: 60 FT.
COMPONENTS: V, S
DURATION: CONCENTRATION, UP TO 1 MINUTE

A BLACK BEAM OF ENERVATING ENERGY SPRINGS FROM YOUR FINGER TOWARD A CREATURE WITHIN RANGE. MAKE A RANGED SPELL ATTACK AGAINST THE TARGET. ON A HIT, THE TARGET DEALS ONLY HALF DAMAGE WITH WEAPON ATTACKS THAT USE STRENGTH UNTIL THE SPELL ENDS.

AT THE END OF EACH OF THE TARGET'S TURNS, IT CAN MAKE A CONSTITUTION SAVING THROW AGAINST THE SPELL. ON A SUCCESS, THE SPELL ENDS.

FIND FAMILIAR

1ST-LEVEL CONJURATION (RITUAL)
CASTING TIME: 1 HOUR
RANGE: 10 FT.
COMPONENTS: V, S, M
DURATION: INSTANTANEOUS

YOU GAIN THE SERVICE OF A FAMILIAR, A SPIRIT THAT TAKES AN ANIMAL FORM YOU CHOOSE. 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.