

TIEFLING WARLOCK I

“You want to wield power like mine? You want to taste the fire? The price is high, but the flames are sweet.”



You made a pact with a fiendish entity years ago. They promised you unstoppable power born in the pits of the Nine Hells in exchange for your servitude and obeisance.

BACKGROUND (HERMIT)

Your path to power was not always so clear. You spent a great deal of time in seclusion, ruminating over whether or not it was worth it to continue, or to abandon your efforts and default on your debt.

Discovery. The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. Work with your DM to determine the details of your discovery and its impact on the campaign.

Faction. You are a member of the Zhentarim, an unscrupulous organization that seeks to gather economic and political control through both legitimate and shady means.

Personality Trait. You connect everything that happens to you to a grand, cosmic plan.

Ideal. Emotions must not cloud our sense of what is right and true, or our logical thinking.

Bond. Should your discovery come to light, it could bring ruin to the world.

Flaw. You would risk too much to uncover a lost bit of knowledge.

TIEFLING FEATURES

Darkvision. 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.

WARLOCK FEATURES

Spellcasting Ability. You have the ability to cast warlock spells. Charisma is your spellcasting ability for your warlock spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a short or long rest.

CHARACTER NAME

Medium humanoid (tiefling), The Fiend
otherworldly patron, lawful neutral

Armor Class 14

Hit Points 10 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON
8 (-1)	15 (+2)	14 (+2)

INT	WIS	CHA
13 (+1)	10 (0)	16 (+3)

Proficiencies (+2 proficiency bonus)

Saving Throws Wis +2, Cha +5.

Skills Arcana +3, Intimidation +5,
Medicine +2, Religion +3

Weapons Simple

Tools Herbalism kit

Damage Resistances. Fire

Senses Darkvision, Passive

Perception 10

Languages Common, Infernal

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (1)

Spellcasting focus. You can use an arcane focus as a spellcasting focus for your warlock spells.

OTHERWORLDLY PATRON: THE FIEND

Dark One's Blessing. When you reduce a hostile creature to 0 hit points, you gain 4 temporary hit points.

KNOWN SPELLS

Cantrips: *eldritch blast*, *poison spray*,
prestidigitation

1st-level spells: *hellish rebuke*, *hex*

EQUIPMENT

Studded leather, two daggers, wand,
herbalism kit, explorer's pack, *potion of
healing*, money (26 gp)

ACTIONS

Attack. You can attack when you take this action, using the following:

Eldritch blast. Ranged Spell Attack:
+5 to hit, range 120 ft., one target.

Hit: 1d10 force damage.

Dagger. Melee Weapon Attack:

+5 to hit, reach 5 ft. or range 20/60 ft.,
one target.

Hit: 1d4 + 2 piercing damage.

OPTIONS

Dark One's Blessing. Warlock feature.

Spellcasting. Warlock feature.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (1)