

Character Name

Player Name

Dragonborn Warlock (Soldier) 2

STRENGTH **DEXTERITY** **CONSTITUTION**
+3 (16) **+1** (13) **+1** (12)
Athletics +5

INTELLIGENCE **WISDOM** **CHARISMA**
+0 (10) **-1** (8) **+3** (16)
Arcana +2 **Save +1** **Save +5**
Survival +1 Survival +1 Deception +5

Armour Class	Hit Points	Hit Dice
14	15	2d8
Initiative	Speed	Passive Perception
+1	30 ft.	9

Attacks	To-Hit	Damage	Range
Spear	+5	1d6+3	Melee
<i>Eldritch Blast</i>	+5	1d10 force	120 ft.

Bonus Actions

You may cast *hex* as a bonus action (see spells).

Breath Weapon

Fire Breath 1/day, (15 ft. cone, 2d6 fire, DC 11 Dex half)

Draconic Ancestry – Gold

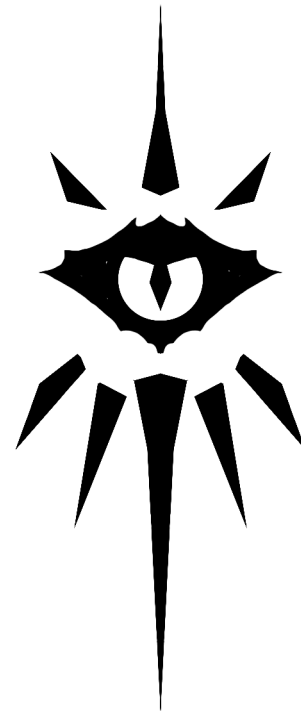
You have **resistance** to **fire damage**.

Cantrips

- *Eldritch Blast*
- *Thaumaturgy*
- *True Strike* (gain advantage next attack)

Equipment

Spear	Backpack
Light crossbow	Bedroll
20 bolts	Mess Kit
Component pouch	Tinderbox
Leather armour	10 torches
2 daggers	10 days rations
	Waterskin
	50 feet rope



Otherworldly Patron - Fiend

You add *burning hands* and *command* to your list of known spells.

Dark One's Blessing

When you reduce an enemy to 0 hit points, you gain 5 temporary hit points.

Invocations

- You may cast *mage armor* (AC 14) at will
- You may cast *false life* (1d4+4 temporary hp) at will

First Level Spells (2/rest):

- *Arms of Hadar* (each creature within 10' of you takes 2d6 necrotic damage and can't take reactions, DC 13 Str half).++
- *Burning Hands* (15' cone, 3d6 fire damage, DC 13 Dex half)
- *Command* (DC 13 Wis save avoids)
- *Hex* (bonus action: choose a creature within 90', your attacks deal +1d6 necrotic damage to that creature. Change as bonus action after creature dies. Concentration, up to 1 hour).