

## Tiefling Warlock (Sage) 1

**STRENGTH**      **DEXTERITY**      **CONSTITUTION**  
**-1** (8)              **+1** (12)              **+2** (14)

**INTELLIGENCE**      **WISDOM**              **CHARISMA**  
**+1** (12)              **+1** (13)              **+3** (16)  
 Arcana +3              **Save +3**              **Save +5**  
 Investigation +3                           Deception +5  
 History +3

Armour Class	Hit Points	Hit Dice
<b>12</b>	<b>10</b>	<b>1d8</b>
Initiative	Speed	Passive Perception
<b>+1</b>	<b>30 ft.</b>	<b>11</b>

Attacks	To-Hit	Damage	Range
Dagger	+3	1d4+1	20/60 ft.
Light Crossbow	+3	1d8+1	80/320 ft.
<i>Eldritch Blast</i>	+5	1d10 force	120 ft.

### Bonus Actions

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

### Tiefling Features

You have **darkvision 60 ft.** You have **resistance to fire damage.**

### Weapons, Languages and Tools

You speak Common, Elvish, Infernal and Undercommon. You are proficient in simple weapons and light armour.

### Cantrips

- *Eldritch Blast*
- *Mage Hand*
- *Thaumaturgy*

### Equipment

Quarterstaff	Common clothes
Light crossbow	Backpack
20 bolts	Book of Lore
Component pouch	10 sheets of parchment
Leather armour	Little bag of sand
2 daggers	10 gp
Bottle of black ink	
Quill	
Small knife	



Otherworldly Patron: Fiend

### Dark One's Blessing

You gain 4 temporary hit points when you reduce an enemy to 0 hp. (4=Cha+Warlock Level)

### First Level Spells (1/rest):

- *Burning Hands* (15' cone, 3d6 fire damage, DC 13 Dex half)
- *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).

### Sage Feature: Researcher

You often know where you might be able to find a piece of lore, although it could be tricky to obtain.

Faction: Zhentarim

Alignment: Chaotic Neutral