

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
12	10	1d8
Initiative	Speed	Passive Perception
+1	30 ft.	11

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: Archfey

Fey Presence (1/rest): ☐

As an action, each creature in a 10 ft. cube are charmed or frightened (your choice), until the end of your next turn. DC 13 Wisdom negates.

First Level Spells (1/rest): ☐

- *Faerie Fire* (20 ft. cube; creatures outlined in light and attackers have advantage against; DC 13 Dex negates; Concentration, up to 1 minute).
- *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