


Player	JK	Campaign	Elemental Evil
Character	Muju	Notes	Lord's Alliance

	Character Name	Muju		
	Class & Level	Warlock 1st		
	Race	Male Half-Elf	Experience	0
	Alignment	Chaotic Good	Background	Noble

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
8 (-1)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	16 (+3)
Saving Throw Proficiencies:		Wisdom (+2) and Charisma (+5)			

Armor Class	14	Speed	30 walking	Current Hit Points						
Initiative	+3	Hit Point Maximum	10							
Passive Perception	10	Hit Dice:	1d8+2							
Proficiency Bonus	+2				Death Saves		Temp Hit Points			
					Success					
					Failure					

Skills	
Acrobatics (Dex):	+3
Animal Handling (Wis):	+0
Arcana (Int):	+3
Athletics (Str):	-1
Deception (Cha):	+3
History (Int):	+3
Insight (Wis):	+0
Intimidation (Cha):	+5
Investigation (Int):	+3
Medicine (Wis):	+2
Nature (Int):	+1
Perception (Wis):	+0
Performance (Cha):	+3
Persuasion (Cha):	+5
Religion (Int):	+1
Sleight of Hand (Dex):	+3
Stealth (Dex):	+3
Survival: (Wis):	+0

Actions
<p><b>Dagger.</b> Melee Finesse Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 1d4+3 piercing damage</p> <p><b>Dagger.</b> Thrown Finesse Weapon Attack: +5 to hit, range 20/60ft, one target. Hit: 1d4+3 piercing damage</p> <p><b>Eldritch Blast.</b> Arcane Ranged Attack: +5 to hit, range 120ft, one target. Hit: 1d10 force damage</p>

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#### Features and Traits

**Darkvision.** Thanks to your elf blood, you have superior vision in dark and dim conditions. 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.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Skill Versatility.** You gain proficiency in Intimidation and Medicine

**Position of Privilege.** Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk and merchants make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

**Otherworldly Patron.** Fiend - You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims.

**Dark One's Blessing.** When you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (4 points).

#### Other Proficiencies & Languages

Proficient in Light armor, simple weapons, and Gaming Set (Cards)

Speak, Read, Write Common, Elvish, Draconic, and Abyssal

#### Personality

Personality Traits	Despite my noble birth, I do not place myself above other folk. We all have the same blood.
Ideals	Noble Obligation. It is my duty to protect and care for the people beneath me.
Bonds	The common folk must see me as a hero of the people.
Flaws	By my words and actions, I often bring shame to my family.

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Equipment
Leather armor and two daggers
A component pouch
Scholar's Pack (Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.)
A set of fine clothes, a signet ring, a scroll of pedigree, and a purse
50 gold pieces and 5 silver pieces

Physical Characteristics			
Age	19	Height	5'8"
Weight	130		
Eye Color	Sea Green	Skin Color	Tan
Hair Color	Blond		
Other Distinguishable Characteristics			

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Spell Casting Ability										
Spell Casting Class		Warlock 1st								
Spell Casting Ability & DC		Charisma; DC 13								
Spells Known		Cantrips: 2; Other: 2								
	Spell Level	1	2	3	4	5	6	7	8	9
	Spell Slots	1								

Known and Prepared Spells	
Cantrips	Eldritch Blast, True Strike
1 <sup>st</sup>	Burning Hands, Witch Bolt
2 <sup>nd</sup>	
3 <sup>rd</sup>	
4 <sup>th</sup>	
5 <sup>th</sup>	

Spell Details
<div>Cantrips</div> <div><b>Eldritch Blast Evocation cantrip</b> Casting time: 1 action Range: 120 feet 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.  The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.</div> <div><b>True Strike Divination cantrip</b> Casting time: 1 action Range: 30 feet Components: S Duration: Concentration, up to 1 round  You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.</div>

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### 1<sup>st</sup> Level

#### Burning Hands 1st-level evocation

Casting time: 1 action  
 Range: Self (15-foot cone)  
 Components: V, S  
 Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

#### Witch Bolt 1st-level evocation

Casting Time: 1 action  
 Range: 30 feet  
 Components: V, S, M (a twig from a tree that has been struck by lightning)  
 Duration: Concentration, up to 1 minute

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.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.