



Letha Darkpike

HOUSE ARCANE - WARLOCK

Power doesn't make me right.
I just happen to be correct to begin with.

Clan Darkpike, despite the name, has largely closed the book on its past of necromancy and forging the souls of its enemies into weapons. The clan now has a flourishing line of alchemical and 'mildly' magical potions, and is often hired to decorate castles and tombs.

Letha detests the new direction and yearns for the days of magical mysteries and forbidden rituals, to uncover the secrets of magic. Since arriving at the Academy, Letha doesn't seem to practice. Anything. She simply studies the book or scroll for twice as long as anyone else, stands up, and just... does it.

Stitches, her talking staff, always encourages Letha to meet new people and interact with her peers. 'Minions don't grow on trees anymore you know,' they like to remind her.



Action Reference Guide

IN ONE ROUND YOU MAY TAKE

ONE MOVE ACTION



Move up to your speed on your turn. Movement can be interrupted to perform any other **action** then finished afterwards.

ONE ACTION



Attack with a weapon or cast a spell.



Two-Weapon Fighting allows two attacks using a pair of light weapons, using your **Bonus Action**.



Grapple a foe with a free hand. Using your **Athletics** vs their **Athletics** or **Acrobatics**.



Dash allows you to move up to your speed, in addition to your **move action**.



Disengage from your melee with a foe. Your movement no longer provokes attacks for this turn.



Dodge to focus on defense. Attacks made against you have disadvantage.



Help gives an ally advantage to an ability check or attack.



Hide gives you an advantage to attacking visible foes and them disadvantage to hit you.



Ready an Action performs a single action later in a round, using your **Reaction**, once a trigger occurs.



Search devotes your turn to finding something. This may require a **Perception** or **Investigation** check.



Shove lets you push a foe back 5 feet or knock them prone using **Athletics** vs their **Athletics** or **Acrobatics**.



Use an object lets you activate or interact with an item that takes an entire action to function.

ONE REACTION (IF TRIGGERED)



You can use a reaction once at any point during the round until it is your turn again.

- perform a single attack of opportunity.
- Using a **Readied Action** that has been triggered.
- Some spells can only be used as a **Reaction**.

ONE INTERACTION

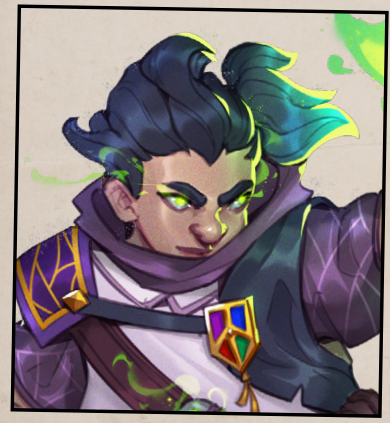


A short amount of speaking and a simple action (e.g. drawing a weapon).

ONE BONUS ACTION (WHEN GRANTED)



Many class and heritage features are performed as a bonus action on your turn. These will be specified as such.



Name **Letha Darkpike** Class **Warlock** Level

Dwarf

HERITAGE

Get Stiches to stop referring to other people as 'potential minions'.

BEST FRIEND

Rediscover a magical secret or spell (hopefully one that will animate a golem).

RIVAL

SHORT TERM GOAL

LONG TERM GOAL

ANCESTRAL ITEM

Scarecrow Staff. You can use your staff as an arcane focus, and can cast Poison Spray and Chill Touch cantrips while holding it.

SAVING THROWS

<input type="radio"/> Strength	<input type="radio"/> Intelligence
<input type="radio"/> Dexterity	<input checked="" type="radio"/> +3 Wisdom
<input type="radio"/> Constitution	<input checked="" type="radio"/> +6 Charisma

LANGUAGES

Common, Dwarven and 2 additional languages

EQUIPMENT

CP SP GP

House Badge
Stiches the Scarecrow Staff
Light Crossbow and 20 bolts
Arcane Focus
Dungeoneer's Pack
Leather Armour
2 Daggers

FEATURES & TRAITS

Academy Student. When reduced to 0 HP immediately spend any number of hit dice as if during a Short Rest. The student cannot use this feature again until they have gained a level.

House Badge. Arcane. Once per Short Rest you can reroll a single d20 when making a spell ATTK or SAVE against a spell, or spell-like effect. You must use the new result.

Darkvision. 60ft.

Dwarven Resilience. Resistance to PSN DMG, ADV on SAVs against PSN.

Stone Cunning. Add an additional +2 to History Checks relating to stonework.

Otherworldly Patron. Choose one or: **The Fiend.** Dark One's Blessing, if you reduce hostile to 0 HP, gain temp HP equal to class LVL +4.

ATTACKS

Scarecrow Staff. 5ft Reach. +6 to hit. On hit 1d8+4 BLUDG DMG.

Light Crossbow. 80ft/320ft. +4 to hit. On hit 1d8+2 PIERC DMG.

Dagger. 5ft Reach. +4 to hit. On hit 1d4+2 PIERC DMG.

SPELLCASTING

Cantrips

- Eldritch Blast.** 1 ACT. 120ft. Ranged spell attack +6. 1d10 FORCE DMG.
- Mage Hand.** 1 ACT. 30 ft. 1 minute. Spectral hand you can use to manipulate things or carry less than 10 lbs.
- Chill Touch.** 1 ACT, 120ft, 1 Round, Ranged spell attack +6 1d8 NECRO DMG, target can't regain HP till end of your next turn.
- Poison Spray.** 1 ACT, 10ft. 1 creature. CON SAVE DC 14 1d12 PSN DMG on fail.

1st level

- Hellish Rebuke.** 1 REA, range 60ft, point at a creature that damaged you. Creature makes DEX SAVE DC 14, 2d10 FIRE DMG on FAIL, half as much on SUC.
- Command.** 1 ACT, 60ft, 1 round. 1 creature WIS SAVE DC 14, on FAIL follows a simple 1 word command. (Creature cannot harm self.)



Skills (Proficient)

- +2 (INT) Arcana
- +2 (INT) History
- +6 (CHA) Intimidation
- +2 (INT) Investigation

PROFICIENCY BONUS PASSIVE PERCEPTION INSPIRATION

Spellcasting

Pact Magic. You know two cantrips and two 1st level spells from the Warlock list. You have one 1st level spell slot. Short Rest.

Character Levelling

LEVEL II 1ST

HP: Increase current and maximum HP by 9 (total of 21), gain 1 additional hit dice (2d8 total).

Features and Abilities:

- Eldritch Invocations.** Pick 2 or:
- Agonizing Blast.** Add your CHA modifier as DMG to Eldritch Blast on hit. (+4)
 - Eyes of the Rune Keeper.** You can read all writing.
 - Spellcasting.** You learn 1 new spell, and can swap out another spell. You gain one additional 1st level slot. Short Rest.

LEVEL III 2ND

HP: Increase current and maximum HP by 9 (total of 30), gain 1 additional hit dice (3d8 total).

Features and Abilities:

- Pact Boon.** pick one or:
- Pact of the Tome,** gain a Book of Shadows. While book is on your person, pick any three cantrips (any class). These don't count towards your total known and can be cast at will. If book is lost, 1 hour Ceremony to replace. Lost book is destroyed.
 - Spellcasting.** You learn one new spell, and can swap out another spell. Both your spell slots become 2nd level slots. Short Rest.
 - Ancestral Item:** You can reroll cantrip DMG results of 1 or 2. You must use the new result even if it is a 1 or 2.