

Terbish Half-Fang

Attributes

Str 8 (-1)
Dex 12 (+1)
Con 16 (+3)
Int 10 (+0)
Wis 13 (+1)
Cha 18 (+4)

Combat

HP 103/
AC 18
Init +3
Spd 30
Proficiency +4
Spell Slots: 2/

Attacks

Hand Crossbow (Action and Bonus Action, Range 30/120, Attack +11/+11/+11, Damage 1d6+10 Piercing/1d6+10 Piercing/1d6+10 Piercing)

Mind Sliver

Ork-Kin

+1 Dex, +2 Con, +1 Skill, Darkvision 30', **Forceful Personality** (Gain Proficiency in Intimidation), **Orcish Determination** (One of the following: Ignore difficult terrain and +10' speed for 1 round, gain Advantage on an attack/save/ability check, or reroll a damage roll. Long rest recovery)

Warlock 11

Proficiencies, **Spellcasting** (3 Cantrips, 11 Spells, Spellcasting Focus, 2 Spell Slots, Slot Lvl 5, Spell Attack +8, Spell Save DC 16, Short Rest recovery), **Eldritch Invocations** (See below), **Pact of the Blade** (Conjure a weapon at will), **Mystic Arcanum**

Hexblade

Hexblade's Curse (Bonus Action, 30' range, target takes +4 damage from your attacks, crits on 19-20, when they die you regain 10 HP. Short rest recovery) **Hex Warrior** (Proficiencies. You can bond with one weapon and any Pact of the Blade weapon to use Charisma as the Attack and Damage stat. At 5th level, you may make two attacks with this weapon), **Accursed Specter** (When you slay a humanoid, you may cause it to become a Specter under your control; the Specter has 5 Temp HP, has a special +4 Attack bonus, and obeys your verbal commands. It lasts until your next Long Rest. Long Rest recovery.), **Armor of Hexes** (When your cursed target hits you, you may use your Reaction to roll a d6. On a 4+, they miss you.)

Invocations

Improved Pact Weapon (Your Pact Weapon can be any kind of weapon, is an Arcane Focus, and gets a +3 Attack and +3 Damage), **Devil's Sight** (You have Darkvision 120 and can see through magical darkness), **Eldritch Smite** (When you hit with a weapon attack, expend a Spell Slot to inflict 6d8 Force damage and knock the target Prone if it is Huge or smaller), **Armor of Shadows** (You can use Mage Armor at will), **Improved Armor of Shadows** (When you use Mage Armor, your AC is 17), **Eldritch Mind** (Advantage on Saves to maintain Concentration)

Noble

Proficiencies, Position of Privilege

Feat

Crossbow Expertise (Ignore Loading property, no penalty for ranged attacks at close range, make Bonus Action attacks with Hand Crossbow)

Special

Sundering (Damage done by Pact Weapon ignores Resistance. As a Bonus Action, change the Weapon's damage type to Radiant or Piercing; this lasts until done again. When you score a Critical Hit and have no Spell Slots remaining, regain a Spell Slot, Short Rest Recovery)

Proficiencies

History (+4), Persuasion (+8), Perception (+5), Intimidation (+8), Deception (+8), Arcana (+4), Dice, Cha saves, Wis saves, Martial and Simple Weapons, All Armor, Shields

Languages

Common, Orcish, Goblin

Spells

Cantrips

Mage Hand, Prestidigitation, Minor Illusion, Eldritch Blast, Mending, Mind Sliver

L1

Hellish Rebuke (Reaction. Creature within 60' that just damaged you takes 6d10 Fire damage, Dex save for half)

L2

Misty Step (Bonus Action. Teleport 30')

L3

Spirit Shroud (Bonus Action, Self, Concentration up to 1 hr. Your attacks do +2d8 Damage, Necrotic/Cold/Radiant. Creatures that take this damage can't recover HP. Any creatures within 10' of you have their Speed lowered by 10' if you wish.)

Hunger of Hadar (Action, Range 150, Concentration up to 1 min. Magical Darkness fills a 20' radius. This area is Difficult terrain. Creatures that start their turn in the area take 2d6 Cold damage. Creatures that end their turn in the area must make a Dex save or take 2d6 Acid damage.)

Thunder Step (Action. You and up to 1 creature you touch teleport 90'. Creatures within 10' of your departure point take 5d10 Thunder damage, Con save for half)

Hypnotic Pattern (Action. Hypnotize a big area.)

Summon Undead (Action, Concentration, Summon an Undead Spirit for 1 hour)

L4

Shadow of Moil (Action, Self, Concentration up to 1 min. Magical Darkness Obscures you. You are Resistant to Radiant damage. Creatures within 10' that hit you take 2d8 Necrotic damage.)

L5

Synaptic Static (Action, Range 120', 20' Radius. Creatures in radius with an Int of 2 or more take 8d6 Psychic damage and suffer Muddled Thoughts for 1 minute, Int save for half damage and clear thoughts. Muddled creatures subtract 1d6 from all Attack rolls, Ability checks, and Concentration checks.)

Equipment

Traveler's Clothes, Cloak of Protection +1, Hand Crossbow, Pearl of Power, Warhorse, Chainmail Barding, 10 Healing Potions, 10 Antitoxin, Explorer's Pack, Bracers of Archery, Goggles of Counterfire, Arcanotek Bolt Case (10 charges)