

Nicfer Luthol

CHARACTER NAME

Bard 8/Hexblade 2

CLASS & LEVEL

Half-Elf

RACE

Criminal

BACKGROUND

NG

ALIGNMENT

Athanor

PLAYER NAME

EXPERIENCE POINTS

**STRENGTH**  
-1  
8

**DEXTERITY**  
+3  
16

**CONSTITUTION**  
+0  
10

**INTELLIGENCE**  
+1  
12

**WISDOM**  
+2  
14

**CHARISMA**  
+5  
20

**INSPIRATION**  
Y

**PROFICIENCY BONUS**  
+4

**SAVING THROWS**

- 1 Strength
- 7 Dexterity
- 2 Constitution
- 3 Intelligence
- 4 Wisdom
- 9 Charisma

**SKILLS**

- 7 Acrobatics (Dex)
- 4 Animal Handling (Wis)
- 5 Arcana (Int)
- 3 Athletics (Str)
- 13 Deception (Cha)
- 3 History (Int)
- 6 Insight (Wis)
- 9 Intimidation (Cha)
- 5 Investigation (Int)
- 4 Medicine (Wis)
- 3 Nature (Int)
- 6 Perception (Wis)
- 9 Performance (Cha)
- 13 Persuasion (Cha)
- 3 Religion (Int)
- 5 Sleight of Hand (Dex)
- 7 Stealth (Dex)
- 4 Survival (Wis)

**ARMOR CLASS** 16

**INITIATIVE** 5

**SPEED** 30

Hit Point Maximum 53

**CURRENT HIT POINTS** 53

**TEMPORARY HIT POINTS**

Total 10

**HIT DICE** d8

**DEATH SAVES**

SUCCESSES ○○○○

FAILURES ○○○○

I would rather make a new friend than a new enemy. I am incredibly slow to trust. Those who seem the fairest often have the most to hide.

**PERSONALITY TRAITS**

People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care.

**IDEALS**

My crew is my family and I would die for them

**BONDS**

Life has taught me one thing, always have an escape plan. When things seem the most peaceful is when things go to shit the hardest. Grab your friends and shit an get gone.

**FLAWS**

NAME	ATK BONUS	DAMAGE/TYPE
Longsword	+9	1d8+5
Eld. Blast	+9	1d10

**ATTACKS & SPELLCASTING**

**Half elf:**  
Ability Score Increase. +2 Cha, +1 Dex, +1 Wis  
Darkvision.  
Fey Ancestry - adv on saving throws against charmed & Immune magical sleep  
Skill Versatility - prof in two skills (Persuasion, Insight)  
Languages. - Common, Elven, Halfling

**Bard:**  
Bardic Inspiration  
Jack of All Trades  
Song of Rest  
Lore Bard:  
- Bonus Proficiencies - Intimidation, Investigation, Performance  
- Cutting Words  
- Additional Magical Secrets -

Expertise - Persuasion, Deception  
Ability Score Improvement - +2 Cha, +2 Cha  
Font of Inspiration  
Countercharm

**FEATURES & TRAITS**

**PASSIVE WISDOM (PERCEPTION)**

Card games  
Theives Tools  
Instruments - Lute, Viol, bagpipes

**OTHER PROFICIENCIES & LANGUAGES**

**Breastplate**

**Longsword**

CP

SP

EP

GP

PP

**EQUIPMENT**



26

AGE

5'10"

HEIGHT

I killed the last man who asked

WEIGHT

Light Blue

EYES

Pale

SKIN

Red and short

HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

Warlock:

- Warlock Magic
Pact - Hexblade
Hex Warrior

At 1st level, you gain proficiency with medium armor, shields, and martial weapons. In addition, when attacking with a melee weapon that you are proficient with and that lacks the two-handed property, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Hexblade's Curse

Starting at 1st level, you gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus. Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20. If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier. You cant use this feature again until you finish a short or long rest.

Eldritch Invocations

- Masks of Many Faces - Cast alter self with no slot
- Misty Visions - Cast minor illusion with no slot

TREASURE



# Bard/Warlock

SPELLCASTING CLASS

## Cha

SPELLCASTING ABILITY

## 17

SPELL SAVE DC

## +9

SPELL ATTACK BONUS

### 0 CANTRIPS

- Eldritch Blast - Warlock
- Sword Burst - Warlock
- Mage Hand - Bard
- Vicious Mockery - Bard
- Friends - Bard

SPELL LEVEL: 1 SLOTS TOTAL: 6 SLOTS EXPENDED: (two slots from Warlock)

- PREPARED SPELL NAME
- Sense Emotion - Warlock
  - Cause Fear - Warlock
  - Charm Person - Warlock
  - Command - Bard
  - Feather Fall - Bard
  - Dissonant Whispers - Bard
  - Bane - Bard
  - Sleep - Bard
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### 2 3

- Invisibility
- Suggestion
- Hold Person
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### 3 3

- Clairvoyance
- Fast Friends
- Nondetection
- Haste
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### 4 2

- Greater Invisibility
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SPELLS KNOWN