

# Wyll



Class & Level: Warlock 1  
 Race: Human  
 Background: Folk Hero  
 Player Name:   
 Exp. Points:

## Saving Throws

-1 STR +1 DEX +2 CON +2 INT +2 WIS +5 CHA

## Skills

- Acrobatics (Dex) +1
- Animal Handling (Wis) +2
- Arcana (Int) +4
- Athletics (Str) -1
- Deception (Cha) +3
- History (Int) +2
- Insight (Wis) 0
- Intimidation (Cha) +5
- Investigation (Int) +2
- Medicine (Wis) 0
- Nature (Int) +2
- Perception (Wis) 0
- Performance (Cha) +3
- Persuasion (Cha) +3
- Religion (Int) +2
- Sleight of Hand (Dex) +1
- Stealth (Dex) +1
- Survival (Wis) +2

Light Armor, Simple Weapons, Mason's Tools

## OTHER PROFICIENCIES

+2 Proficiency Bonus

+2 Constitution 15

+1 Dexterity 13

-1 Strength 9

+2 Intelligence 14

0 Wisdom 11

+3 Charisma 16

INSPIRATION

+1 Initiative

12 Armour Class

30 Speed

Shield -

10 CURRENT HIT POINTS

10 HIT POINT MAXIMUM

00 TEMPORARY HIT POINTS

DEFENCES

1d8 1

HIT DICE

SUCCESSES

DEATH SAVES

FAILURES

Common, Infernal

LANGUAGES

## ATTACKS & SPELLCASTING

Name	Hit	Magic	ATTAINED
Rapier	+1		
<b>Damage &amp; Type</b>	<b>Note</b>		
1d8+1 Piercing	Martial, Finesse		
Name	Hit	Magic	ATTAINED
Eldritch Blast	+5	Force Damage	
<b>Damage &amp; Type</b>	<b>Note</b>		
1d10 Force	V/S		
Name	Hit	Magic	ATTAINED
Unarmed Strike	+1		
<b>Damage &amp; Type</b>	<b>Note</b>		
0 Bludgeoning			
Name	Hit	Magic	ATTAINED
<b>Damage &amp; Type</b>	<b>Note</b>		

# Spells

Spellcasting Ability

Spell Save DC

Spell Attack Bonus

0

## Cantrips

- Eldritch Blast +5 / 120 ft / V,S / PHB 237
- Minor Illusion 30 ft./5 ft. Cube/S,M/1 min/PHB 260

1

- Arms of Hadar STR13/Self/10 ft.Sphere/V,S/PHB 215
- Armor of Agathys Self/V,S,M/1 hour/PHB 215

2

3

4

5

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7

8

9

## Equipment

Mason's Tools  
Vehicles (Land)  
Backpack  
Crowbar  
Hammer  
10 Pitons  
10 Torches  
Tinderbox  
10 Days of Rations  
Waterskin  
50 ft of Hempen Rope

Padded Armour  
Rapier



Attunement Item

Attunement Item

Attunement Item

Carried

Equipped

## Features & Traits

### Warlock Features

Hit Points • PHB 106

Proficiencies • PHB 107

Otherworldly Patron • PHB 107

You have struck a bargain with an otherworldly being.

| The Fiend

Pact Magic • PHB 107

You can cast known warlock spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5). You can use an arcane focus as a spellcasting focus.

Expanded Spell List • PHB 109

Additional spells are added to the warlock spell list for you.

\* Dark One's Blessing • PHB 109

When you reduce a hostile creature to 0 HP, you gain 4 temp HP.

### Human Racial Traits

\* Ability Score Increase • BR 31

\* Languages • BR 31

You can speak, read, and write Common and one extra language.

Wyll holds immeasurable respect for his father, Duke Ulder Ravengard. While Ravengard expelled Wyll from his house once the Duke discovered his pact, Wyll is keen to prove himself a hero to his Father again. Though he has been long away, his name is still known throughout the Flaming Fist.

Councillor Florrick of Baldur's Gate watched Wyll grow up, and feels it a tragedy that one of her oldest friends and his son have become so estranged.



While Wyll begrudges Mizora's help, Wyll does believe that her power has helped him do far more good than he would have been able to without her help. He simply doubts that can last.

#### Allies & Organisations

The very picture of selflessness, Wyll has never put himself before anyone in his life. Even his very pact was a personal sacrifice made to bring others out of peril.

#### Personality Traits

Wyll always tries hard to see the world in its best light, but life isn't often the fairytale he dreams it to be.

#### Ideals

Wyll is enchanted to be unable to speak freely of his pact with others, his tongue bound by Mizora. Its true nature is sealed with the Cambion alone.

#### Bonds

The existence of the pact is a secret to all but Wyll's angered father. If it were to be known by those who look to him as a hero, he fears no living soul would trust him again.

#### Flaws

## Backstory

From a scion of a famed Baldurian house to a life of adventure on the road, Wyll's life as the monster hunter called The Blade of Frontiers has made him one of the beating hearts of the Sword Coast. While he has done great deeds for the Coast's people, the source of his power remains secret. The cambion Mizora drew Wyll into a warlock's pact in a moment with many lives at stake, and cursed him with the duty of hunting her enemies. Mizora only asks Wyll to sacrifice devilish creatures to her, but a cambion's ambitions are ever fickle, and Wyll wishes to escape the pact before its price grows cruel.

