

# Seraphina

CA 10

35 HP

Razza: Tiefling | Classe: Warlock 4 | Campagna: Dark Age of Camelot | Edizione: D&amp;D 2014

Iniziativa +0

Velocità 30 ft

FORZA

**+1**

12

DESTREZZA

**+4**

18

COSTITUZIONE

**+3**

17

INTELLIGENZA

**+2**

15

SAGGEZZA

**+2**

15

CARISMA

**+5**

20

## TIRI SALVEZZA

<input type="radio"/> Forza	+1
<input type="radio"/> Destrezza	+4
<input type="radio"/> Costituzione	+3
<input type="radio"/> Intelligenza	+2
<input checked="" type="radio"/> Saggezza	+4
<input checked="" type="radio"/> Carisma	+7

## ARMI & ATTACCHI

Nessuna arma equipaggiata.

## EQUIPAGGIAMENTO & INVENTARIO

Rame (cp): 0 | Argento (sp): 0 | Oro (gp): 0 | Platino (pp): 0

Inventario vuoto o nessun oggetto visibile.

## ABILITÀ & COMPETENZA (+2)

<input type="radio"/> Acrobazia (Des)	+4
<input type="radio"/> Addestrare Animali (Sag)	+2
<input checked="" type="radio"/> Arcano (Int)	+4
<input type="radio"/> Atletica (For)	+1
<input checked="" type="radio"/> Inganno (Car)	+7
<input type="radio"/> Storia (Int)	+2
<input type="radio"/> Intuizione (Sag)	+2
<input checked="" type="radio"/> Intimidire (Car)	+7
<input type="radio"/> Indagine (Int)	+2
<input type="radio"/> Medicina (Sag)	+2
<input type="radio"/> Natura (Int)	+2
<input type="radio"/> Percezione (Sag)	+2
<input type="radio"/> Intrattenimento (Car)	+5
<input type="radio"/> Persuasione (Car)	+5
<input checked="" type="radio"/> Religione (Int)	+4
<input type="radio"/> Rapidità di Mano (Des)	+4
<input type="radio"/> Furtività (Des)	+4
<input type="radio"/> Sopravvivenza (Sag)	+2

## PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

### Cantrip\_tier

### Warlock

- Level: 4
- Pact Slots: 1
- Pact Slot Level: 2
- Invocations: 2
- Eldritch Blast: 1 raggio

## TRATTI DI RAZZA, TALENTI & COMPETENZE

**Tratti Razziali:** Tiefling

**Background:** Haunted One

### Talenti Acquisiti:

- Iniziato alla Magia
- Guaritore

**Lingue conosciute:** Any 1 Languages

## LIBRO DEGLI INCANTESIMI / SPELLBOOK

### Sempre Preparati (non contano nel limite)

Tiefling (tratto razziale): Hellish Rebuke Thaumaturgy

## RISORSE / RESOURCES

### Generale

Ispirazione

### Magia del Patto

Slot del Patto (liv. 2)

Luce Guaritrice (d6) \_\_\_\_\_ / 5 r. breve

### Tratti Razziali

Infernal Legacy  r. lungo

)}}

## PRIVILEGI DI WARLOCK (LV 4) — TESTO COMPLETO

### Patrono Ultraterreno (Lv 1)

At 1st level, you have struck a bargain with an otherworldly being chosen from the list of available patrons. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

### Magia del Patto (Lv 1)

Your arcane research and the magic bestowed on you by your patron have given you facility with spells. See 10 for the general rules of spellcasting and 11 for the warlock spell list.

**Cantrips.** You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

#### Spell Slots.

The Warlock table shows how many spell slots you have to cast your warlock spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *witch bolt*, you must spend one of those slots, and you cast it as a 3rd-level spell.

#### Spells Known of 1st Level and Higher.

At 1st level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

#### Spellcasting Ability.

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

#### Spell.

#### Spell.

**Spellcasting Focus.** You can use an arcane focus as a spellcasting focus for your warlock spells.

### Suppliche Occulte (Lv 2)

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. A list of the available options can be found on the Optional Features page. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

### Dono del Patto (Lv 3)

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

### Eldritch Versatility (Lv 4)

optional feature}

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing a change of focus in your occult studies:

- Replace one cantrip you learned from this class's Pact Magic feature with another cantrip from the warlock spell list.
- Replace the option you chose for the Pact Boon feature with one of that feature's other options.
- If you're 12th level or higher, replace one spell from your Mystic Arcanum feature with another warlock spell of the same level.

If this change makes you ineligible for any of your Eldritch Invocations, you must also replace them now, choosing invocations for which you qualify.

## TALENTI — TESTO COMPLETO

### Healer (PHB 2014)

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a healer's kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

### **Magic Initiate** (PHB 2014)

Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn two cantrips of your choice from that class's spell list.

In addition, choose one 1st-level spell to learn from that same list. Using this feat, you can cast the spell once at its lowest level, and you must finish a long rest before you can cast it in this way again.

Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

## **INCANTESIMI — TESTO COMPLETO**

### **Trucchetti (Livello 0)**

#### **Taurumaturgia** (Trasmutazione — PHB 2014)

**Tempo:** 1 azione | **Gittata:** 30 ft (9 m) | **Componenti:** V | **Durata:** 1 minuto

Manifesti una piccola meraviglia, un segno di potere soprannaturale, entro l'area di effetto. Crei uno dei seguenti effetti magici entro l'area di effetto: Se lanci questo incantesimo più volte, puoi avere fino a tre dei suoi effetti di 1 minuto attivi contemporaneamente, e puoi interrompere un simile effetto con un'azione.

### **Incantesimi di 1° Livello**

#### **Ribellione Infernale** (Invocazione — PHB 2014)

**Tempo:** 1 reazione | **Gittata:** 60 ft (18 m) | **Componenti:** V, S | **Durata:** Istantanea

Punti il dito, e la creatura che ti ha danneggiato è momentaneamente avvolta da fiamme infernali. La creatura deve effettuare un tiro salvezza di Destrezza. Subisce 2d10 danni da fuoco se il tiro salvezza fallisce, o la metà se riesce.

#### **Ai Livelli Superiori.**

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d10 for each slot level above 1st.