

# Fennick

Level 2  
LEVEL

Warlock  
CLASS

Chaotic Neutral  
ALIGNMENT

<b>STR</b> +0 11	<b>DEX</b> -1 9	<b>CON</b> +2 14
<b>INT</b> +2 14	<b>WIS</b> +2 15	<b>CHA</b> +3 16

INITIATIVE

Roll 1d20

-1

PASSIVE  
PERCEPTION

12

SPEED

30 ft.



ARMOUR CLASS (AC)

10

Attacks equal or higher than AC hit



HIT POINTS

Damage Reduces Hit Points

17

HIT DICE 2d8



DEATH SAVES

SUCCESS



FAILURE



PROFICIENCY BONUS +2

SAVING THROWS

Roll  
1d20

- +0 STRENGTH SAVES
- 1 DEXTERITY SAVES
- +2 CONSTITUTION SAVES
- +2 INTELLIGENCE SAVES
- +4\* WISDOM SAVES
- +5\* CHARISMA SAVES

\* PROFICIENCY BONUS ALREADY APPLIED

PROFICIENCIES

Armour: light

Weapons: simple

Tools: none

Saving Throws: WIS, CHA

Skills: Arcana, History, Investigation, Persuasion

Languages: Common

SKILLS

Roll  
1d20

- 1 ACROBATICS (DEX)
- +2 ANIMAL HANDLING (WIS)
- +4\* ARCANA (INT)
- 0 ATHLETICS (STR)
- +3 DECEPTION (CHA)
- +4\* HISTORY (INT)
- +2 INSIGHT (WIS)
- +3 INTIMIDATION (CHA)
- +4\* INVESTIGATION (INT)
- +2 MEDICINE (WIS)
- +2 NATURE (INT)
- +2 PERCEPTION (WIS)
- +3 PERFORMANCE (CHA)
- +5\* PERSUASION (CHA)
- +2 RELIGION (INT)
- 1 SLEIGHT OF HAND (DEX)
- 1 STEALTH (DEX)
- +2 SURVIVAL (WIS)

\* PROFICIENCY BONUS ALREADY APPLIED

ATTACKS

Roll  
1d20

**Quarterstaff.** Melee Weapon Attack: +2 to hit, reach 5 ft. Hit: 1d6+0 bludgeoning damage. (If used two-handed in melee damage is 1d8).

**Unarmed Strike.** Melee Attack: +2 to hit, reach 5 ft. Hit: 1 bludgeoning damage.

**Eldritch Blast Cantrip.** Ranged Spell Attack: +5 to hit, target one creature within 120 ft. range. Hit: 1d10+3 force damage.

FEATURES

**Otherworldly Patron.** Fiend

**Dark One's Blessing.** When you drop an enemy to 0HP regain 2HP

**Pact Magic.** Spells cast as 1st Level, 2 spell slots, regain after short/long rest. Spells Known:

*Charm Person Comprehend Languages, Hellish Rebuke*

**Beast Speech.** You can cast 'speak with animals' at will, without expending a spell slot.

**Agonizing Blast.** Increased Eldritch Blast damage.

**Cantrips Known.** Eldritch Blast, True Strike





## BACK STORY

You've made a pact and draw your powers from Kykled, a fiend of the depths, so you know a thing or two about dealing with dark powers. Which is why falling victim to some cursed pirate loot is particularly embarrassing!

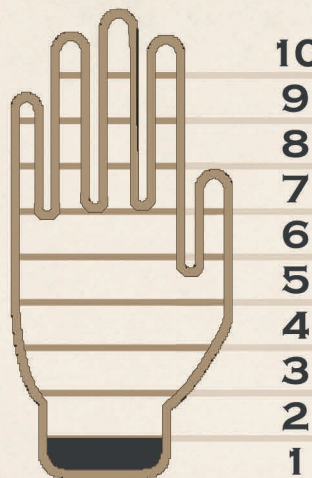
You only joined this mission for a change of pace to the drudgery on-board the Dread Marsh, and were paying scant attention right up until that seal slammed shut and you saw the flesh falling from your bodies. Then you paid attention.

You've heard of various piratical Black Mark curses before and they usually end with the afflicted dying and joining the not-quite-dead crew of the curse giver.

As far as you can tell, you're all still alive, despite appearances to the contrary, which means there's still time to lift this curse.

One thing you are certain of though, is that you don't want the black mark on your hand to get any larger...

## CURSE OF THE BLACK MARK



### You're Cursed!

While you don't seem to be harmed, your flesh has started to rot away, which leaves you with the appearance of a zombie.

There is also a mark on your hand, that right now is quite small...

## EQUIPMENT & TREASURE

Leather Armour (AC 11)

Quarterstaff

Backpack: Crowbar, Flint and Steel, Tinderbox, 2 Torches, Wineskin, Hooded Robes (folded away), Silver Mirror, 2 Candles, Trail Rations (2 days).

9gp, 12sp

## SPELLS AND NOTES

### Spell Attack Modifier +5 | Spell Save DC 13

#### Cantrips

These may be cast an unlimited number of times.

**Eldritch Blast.** (1 Action, instant, range 120 ft) A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

**True Strike.** (1 action, duration 1 round, range 30 ft) On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

#### Eldritch Invocation Ability

This may be cast an unlimited number of times.

**Speak with Animals.** (1 Action, duration 10 minutes, range self) You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favour for you, at the GM's discretion.

#### Pact Magic

These require a spell slot to cast, you have 2 spell slots.

**Charm Person.** (1 Action, duration 1 hour, range 30 ft) YTarget must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it.

**Comprehend Languages.** (1 action, duration 1 hour, range self) For the duration, you understand any spoken language that you hear. You also understand any written language that you can see and touch.

**Hellish Rebuke.** (1 Reaction, instant, range 60 ft). You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.