

Rakina Au Teira

She/Her

Lv. 3 Vexed Homestader Thri-Kreen Warlock

+2
INIT.

30 ft
SPEED.

+2
Proficiency
Bonus

ARMOR CLASS

15

Exhaustion

Hit Points

Max

24

Current

Temp

Hit Dice

Type

d8

Used

Max

3

Luck

success

Death Saves

failure

+0

STR

10

save

+0

+2

DEX

14

save

+2

+2

CON

14

save

+2

-1

INT

9

save

-1

+1

WIS

12

save

+3

+3

CHA

16

save

+5



Skills

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

Weapon To Hit Damage Range

Eldritch Blast	+5	1d10+3	120
Guiding Bolt	+5	4d6	120
Quarterstaff	+2	1d6/1d8	melee

Bash

Inventory

Dungeoneer's Pack
Navigator's Tools
Lantern
Book of Shadows

Wealth

8 GP

Class Features

Eldritch Blast:

As an action, you can send a beam of crackling eldritch power toward a creature within 120 feet of you. When you do so, make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

Agonizing Blast:

When you use your Eldritch Blast feature, add your CHA modifier to the damage each beam deals on a successful hit.

Thief of Five Fates

You can cast bane as a 1st-circle spell as often as you wish, without expending a spell slot or material components.

Dark One's Blessing:

When you reduce a hostile creature to 0 HP or when a hostile creature within 30 feet of you is reduced to 0 HP, you gain 5 temporary hit points. These hit points last until expended or until you complete a long rest.

Talents

Aware:

- When you roll for initiative, treat any d20 roll of 9 or lower as though you rolled a 10.
- As long as you are conscious, you can't be affected by the surprised condition.
- Hidden creatures don't have advantage on attack rolls made against you.

Traits

Chameleon Carapace:

While you aren't wearing armor, your carapace gives you a base Armor Class of 13 + your Dexterity modifier. As an action, you can change the color of your carapace to match the color and texture of your surroundings, giving you advantage on Dexterity (Stealth) checks made to hide in those surroundings.

Darkvision:

You have darkvision to a range of 60 feet.

Secondary Arms:

You have two slightly smaller secondary arms below your primary pair of arms. The secondary arms can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property.

Thri-Kreen Telepathy:

Without the assistance of magic, you can't speak the non-thri-kreen languages you know. Instead you use telepathy to convey your thoughts. You have the magical ability to transmit your thoughts mentally to willing creatures within 120 feet of yourself. A contacted creature doesn't need to share a language with you to understand your thoughts, but it must be able to understand at least one language. Your telepathic link to a creature is broken if you and the creature move more than 120 feet apart, if either of you is incapacitated, or if either of you mentally breaks the contact (no action required).

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Wyrd Spell List

CHA
Spellcasting
Ability

13
Save DC

+5
Bonus

1st Circle Spell Slots



Guidance

Wyrd Cantrip (Divination)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 min

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Light

Wyrd Cantrip (Evocation)

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. The object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

Mage Hand

Wyrd Cantrip (Conjuration)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

Minor Illusion

Wyrd Cantrip (Illusion)

Casting Time: 1 action

Range: 30 feet

Components: S, M

Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

Vicious Mockery

Wyrd Cantrip (Enchantment)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a WIS save or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Bane

1st-Circle Wyrd (Enchantment)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 min

Up to three creatures of your choice that you can see within range must succeed on a CHA save or become cursed.

When a cursed target makes an attack roll or a save before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or save.

Burning Hands

1st-Circle Wyrd (Evocation)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

A thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a DEX save. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

Command

1st-Circle Wyrd (Enchantment)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a one-word command to a creature you can see within range. The target must succeed on a WIS save or follow the command at the start of its next turn. The spell has no effect if the target is Undead, if it doesn't understand your language, or if your command is directly harmful to it.

Faerie Fire

1st-Circle Wyrd (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a DEX save. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Guiding Bolt

1st-Circle Wyrd (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

Hellish Rebuke

1st-Circle Wyrd (Evocation)

Casting Time: 1 reaction

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a DEX save. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.