

# GIA

## PLANETOUCHED WARLOCK, LEVEL 1

**HERITAGE** Planetouched **CULTURE** Eladrin **BACKGROUND** Guildmember **DESTINY** Chaos

Armor Class 14 (padded leather)

Hit Points 10

Hit Dice 1 (1d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Proficiency Bonus +2; Maneuver DC 12

Saving Throws Int +3, Wis +2

Skills Arcana (*forbidden knowledge +1d4*), Deception, Perception (*invisible objects +1d4*), Persuasion, Sleight of Hand (*pickpocketing +1d4*)

Tools game set (cards), jeweler's tools

Damage Resistances radiant

Senses darkvision 60 ft., passive Perception 12

Languages Celestial, Common, Elven, Sylvan

**Immortal Blessing (1/Long Rest).** When Gia would ordinarily be reduced to 0 hit points, she is instead reduced to 1 hit point.

**Pact Magic.** Gia is a 1st level spellcaster that uses Charisma as her spellcasting ability (spell save DC 13; +5 to hit with spell attacks). She has 2 spell points which are replenished after a short or long rest, and she knows the following spells from the warlock's spell list:

Cantrips: *dancing lights, druidcraft, guidance, minor illusion, shocking grasp*

1st-level (2 spell points): *air wave, unseen servant*

**Twilight Step (1/Rest).** Gia can forego her movement on her turn to teleport 30 feet to an unoccupied space she can see.



## BONUS ACTIONS

**Dagger (Off-Hand).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4 piercing damage.

**Throwing Dagger (Off-Hand).** *Ranged Weapon Attack:* +4 to hit, range 30/80 ft., one target. *Hit:* 1d4 piercing damage.

**Off-Hand Attack.** When Gia takes the Attack action with a one-handed weapon, she attacks with a dagger or throwing dagger held in her off-hand. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/80 ft., one target. *Hit:* 1d4 piercing damage.

**Spellbinder's Curse (1/Rest).** Gia places a curse on a creature she can see within 30 feet. The curse lasts for 1 minute, and ends early if the target dies, or if Gia dies or becomes incapacitated. The curse has the following effects:

- When Gia deals damage against the cursed creature, it takes an additional 1d4 lightning or thunder damage (Gia's choice).
- Gia gains a pool of faerie dice, which begins empty. When the cursed creature makes an ability check or attack roll with disadvantage, add one faerie die to this pool. Gia can spend a faerie die when making an ability check or attack roll to gain a 1d4 bonus. The pool disappears when Gia finishes a short or long rest.

## ACTIONS

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4+2 piercing damage.

**Rapier.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 piercing damage.

**Throwing Dagger (3).** *Ranged Weapon Attack:* +4 to hit, range 30/80 ft., one target. *Hit:* 1d4+2 piercing damage.

**Air Wave, Rapier (1st-Level; V).** *Melee Weapon Attack:* +4 to hit, reach 30 ft., one target. *Hit:* 1d6+2 slashing damage. If she is wielding one weapon in each hand, the attack deals an additional 1d6 damage.

**Celestial Legacy (1/Long Rest).** Gia touches a willing creature and restores a number of hit points equal to her level.

**Eldritch Scythe.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8 piercing damage. In addition, a different creature that Gia chooses that she can see and is within her reach takes half as much damage.

**Shocking Grasp (Cantrip; V, S).** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8 lightning damage, and the target can't take reactions until the start of its next turn as the electricity courses through its body. Gia makes this attack with advantage if the target is wearing armor made of metal.

## REACTIONS

**Ingenious Doubletalk.** Whenever Gia or a friendly creature she can hear fails a Deception or a Persuasion check, she can spend her inspiration and undo any consequences of that failed check.

## EQUIPMENT

Backpack, bag of 1,000 ball bearings, bell, candles (5), crowbar, dagger, deck of playing cards (arcane focus), flasks of oil (2), hammer, hempen rope (50 feet), hooded lantern, jeweler's tools, padded leather, pitons (10), rapier, string (10 feet), throwing daggers (3), tinderbox, traveler's clothes, waterskin, 11 gold.

## SUPPLY

Rations (5 Supply)

**AGE** 19 **HEIGHT** 5 feet 6 inches **WEIGHT** 135 pounds **SIZE** Medium

## OVERVIEW

With a blend of both aasimar and tiefling ancestry, Gia is an odd mix of conflicting opposites. Barely contained chaos is Gia's natural state of being and somehow she thrives in it. Always looking for the next great adventure, her exuberant mood is often infectious. Gia makes friends with ease and enemies in a heartbeat (sometimes even turning one into the other!), but life is never dull when she is around.

## HISTORY

Gia always knew she was different, and not just because her horns didn't quite match those of her playmates in the Dreaming. Her constant drive to create was matched only by her incessant need to destroy. While apprenticeship in the eladrin crafters guild was a decent outlet, it was only when she discovered (and summarily fell in love with) the art of the arcane that she found her true calling. Enthralled by the mystical powers displayed by an archfey of the moon, Gia swore she would one day wield such power herself.

## BACKGROUND: GUILDMEMBER

**Connection** Capricornia, the satyress guild rival (and Gia's best friend) who goaded Gia into swapping a finely crafted copy out for a priceless original.

**Memento** A moondrop pendant (part of an unfinished masterpiece necklace) stolen from a master jeweler at the guild.

**Guild Business.** While in a city or town, Gia can maintain a moderate lifestyle by plying her jewelry trade. Furthermore, the guild occasionally informs her of jobs that need doing. Completing such a job might require performing a downtime activity, or it might require a full adventure.

## PERSONALITY

Although the chaos of the Dreaming might seem like the perfect playground for her mischievous shenanigans, Gia has a wanderlust and an insatiable curiosity that called her to venture out into the wider world. At times sincere, at others deceitful, Gia is nevertheless committed to fulfilling any bargain she strikes to the best of her ability.

## GOALS

Gia's goals seem to change at the drop of a hat, but seeking out ways to increase her mastery of the eldritch ways is nearly always a driving force behind those decisions. One of her greatest dreams is finding a loophole to turn the tables on her patron, turning master into servant and vice versa.

## DESTINY: CHAOS

Gia gains inspiration whenever she successfully subverts law and order, so long as it benefits her allies or moves the story forward.

**Ingenious Doubletalk.** Whenever Gia or a friendly creature she can hear fails a Deception or a Persuasion check, Gia can use her reaction to spend her inspiration and undo any consequences of that failed check.