

UNARMORED DEFENSE

1 While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

RECKLESS ATTACK

2 When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

DANGER SENSE

2 You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

PATH OF THE WRECKER: DISMANTLE

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While you're raging, you ignore the damage threshold of nonmagical objects. Additionally, you double the rage bonus damage you deal to constructs and living constructs.

LEVEL UP

Hit Points. Your maximum hit points increase to 45, and your hit dice increase to 4d12.

ABILITY SCORE INCREASE

Your Strength score increases to 18, and its modifier increases to +4. Saving Throws. Your Strength saving throw increases

to +6. Skills. Your Athletics bonus increases to +6. Attacks. Your melee attack bonus increases to +6. Your wrenchinator attack bonus increases to +6 and its damage increases to 1d12 + 4. Your javelin attack bonus increases to +6 and its damage increases to 1d6 + 4.

LEVEL UP

Proficiency Bonus. Your proficiency bonus increases to +3 Hit Points. Your maximum hit points increase to 55, and your hit dice increase to 5d12. Skills. The following skills improve: Athletics +7, Deception +2, Intimidation +2, and Survival +4. Saving Throws. The following saving throws improve:

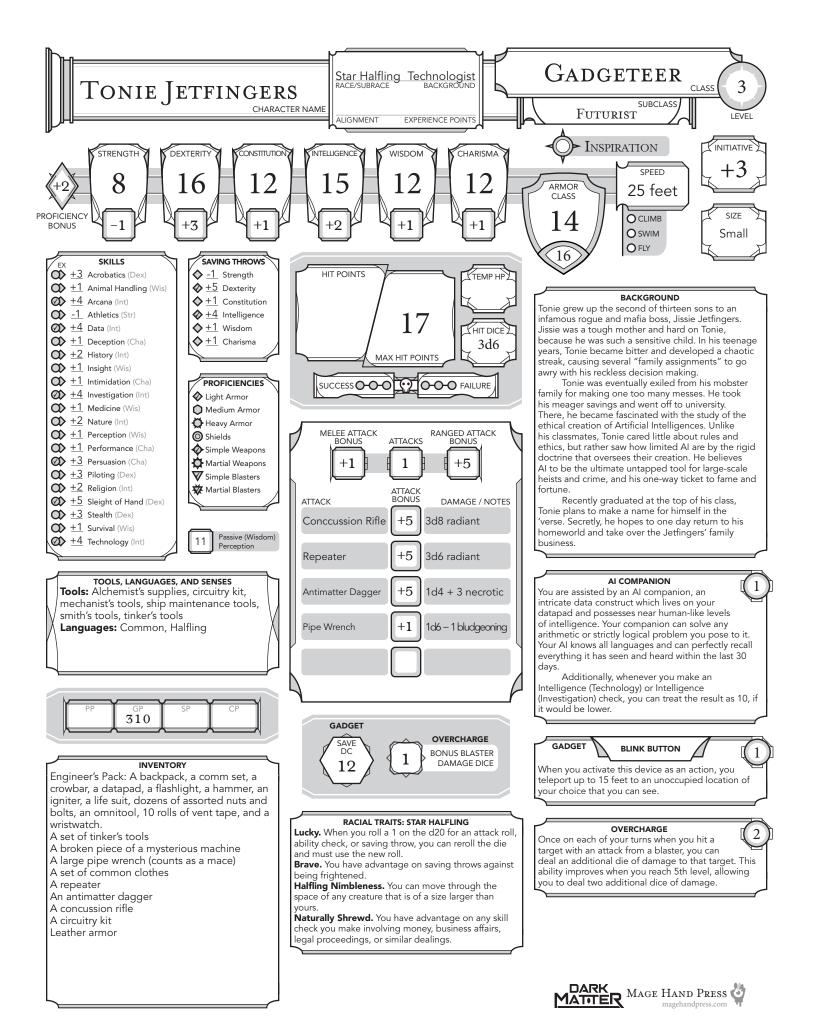
Strength +7, Constitution +6. Attacks. Your melee attack bonus increases to +7 and your ranged attack bonus increases to +5. Your wrenchinator attack bonus increases to +7 and your javelin attack bonus increases to +7.

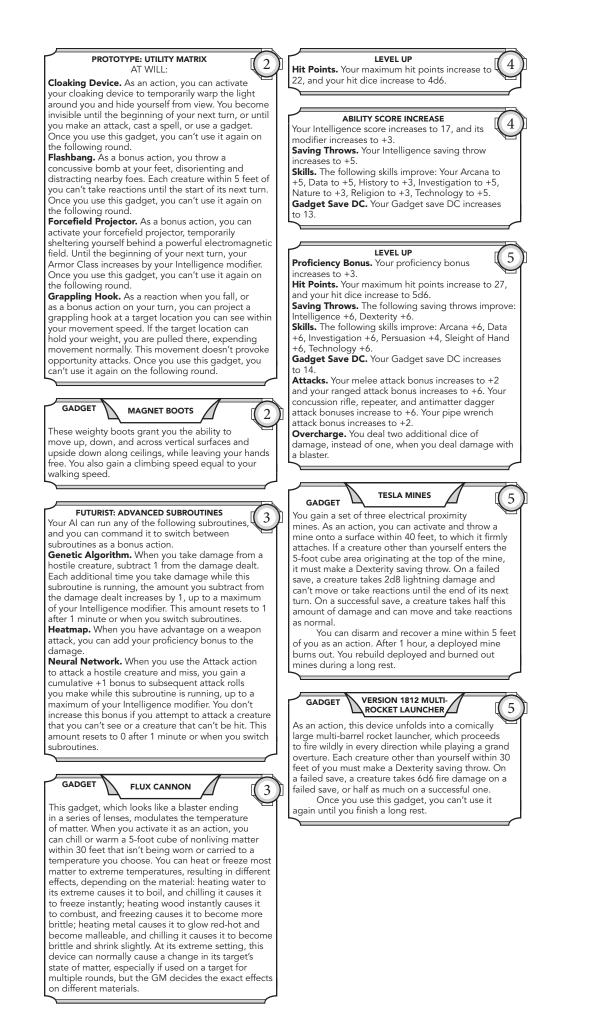
EXTRA ATTACK

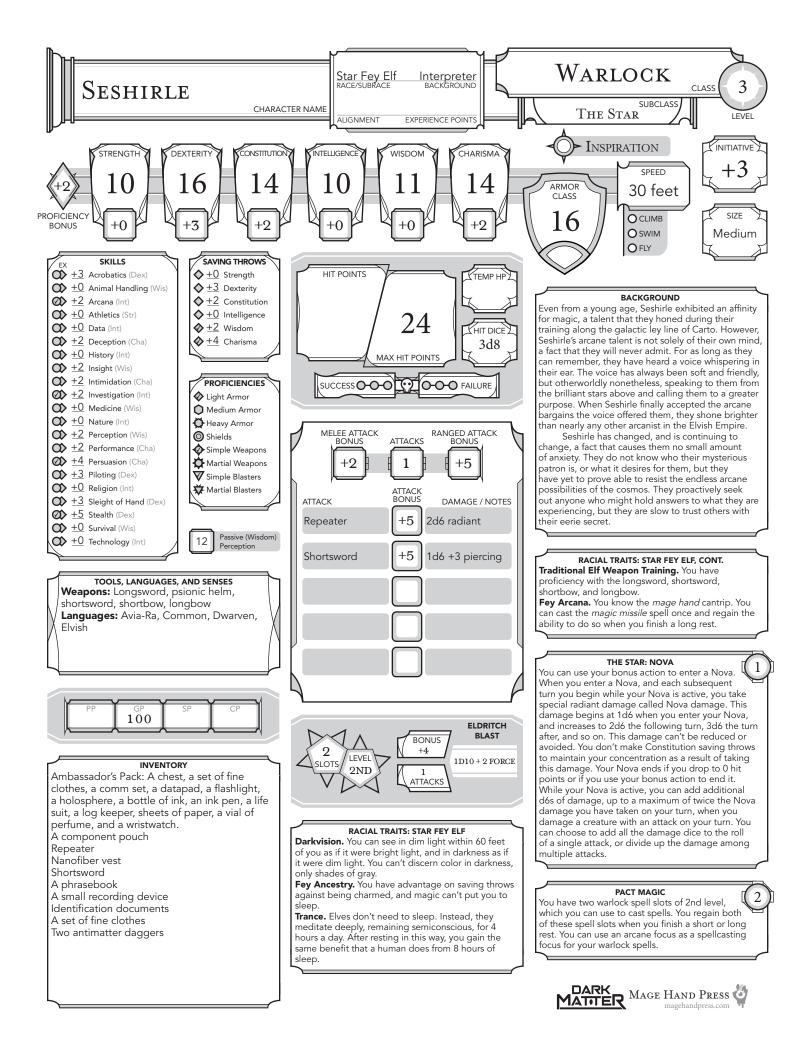
You can attack twice, instead of once, whenever you take the Attack action on your turn.

FAST MOVEMENT

Your speed increases by 10 feet while you aren't wearing heavy armor.







INVOCATION: AGONIZING BLAST	
When you cast <i>eldritch blast</i> , add your Charisma modifier to the damage it deals on a hit	Сна] 12 +4
(included in the attack).	
	SPELLCASTING ABILITY SAVE DC SPELL ATTAC BONUS
INVOCATION: ARMOR OF SHADOWS You can cast <i>mage armor</i> on yourself at will,	
without expending a spell slot or material 👘 🗡 🖊	CANTRIPS
components.	Cheat
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PACT OF THE BLADE	Eldritch Blast
You can use your action to create a pact weapon in your empty hand. You can choose the form	Light
that this melee weapon takes each time you create	 Mage Hand
it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of	
overcoming resistance and immunity to nonmagical attacks and damage.	Produce Flame
Your pact weapon disappears if it is more than	
5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss	
the weapon (no action required), or if you die.	
LEVEL UP	Burning Hands
Hit Points. Your maximum hit points increase to	Charm Person
Cantrips. You learn the <i>cryptogram</i> cantrip.	Hardlight Blaster
Spells. You learn the 2nd level spell <i>repulsor ring</i> .	
	Mage Armor (at will)
ABILITY SCORE IMPROVEMENT Your Charisma score increases to 16, and its	Magic Missile (Innate: 1/long)
modifier increases to +3.	
Saving Throws. Your Charisma saving throw increases to +5.	
Skills. The following skills improve: Deception +3, Intimidation, +3, Performance +3, Persuasion +5	2 Hold Person
Spell Save DC. Your spell save DC increases to 13.	V
Spell Attack Bonus. Your spell attack modifier increases to +5.	
Eldritch Blast. Your attack bonus increases to +5.	
	3 SPELL SLOTS CONC
LEVEL UP	
Proficiency Bonus. Your proficiency bonus	V
Hit Points. Your maximum hit points increase to 38,	
and your hit dice increase to 5d8. Saving Throws. The following saving throws improve:	
Wisdom +3, Charisma +6.	
Skills. The following skills improve: Arcana +3, Insight +3, Investigation +3, Persuasion +6, Stealth +6.	
Save DC. Your spell save DC increases to 14.	
Spell Attack Modifier. Your spell attack modifier	
increases to +6.	
Spells. You learn the 3rd level spell <i>fireball.</i> Pact Magic. Your two warlock spell slots become 3rd	
level slots.	
Cantrips. The damage of your <i>produce flame</i> cantrip increases to 2d8.	
Eldritch Blast. You make two attacks with your	
<i>eldritch blast</i> cantrip. Your attack bonus increases to +6.	
Attacks. Your melee attack bonus increases to +3	
and your ranged attack bonus increases to +6. Your repeater and shortsword attack bonuses increase to	
+6.	
Innate Spellcasting. You can cast the <i>misty step</i> spell once and regain the ability to do so when you finish	
a long rest.	
INVOCATION: THIRSTING BLADE You can attack with your pact weapon twice,	
instead of once, whenever you take the Attack	
action on your turn.	

