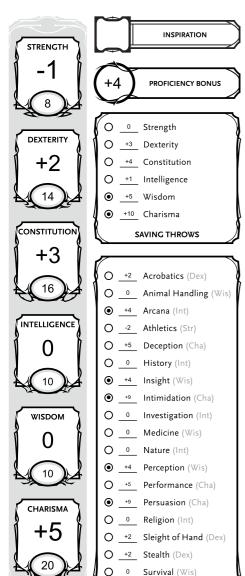
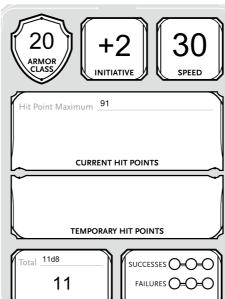
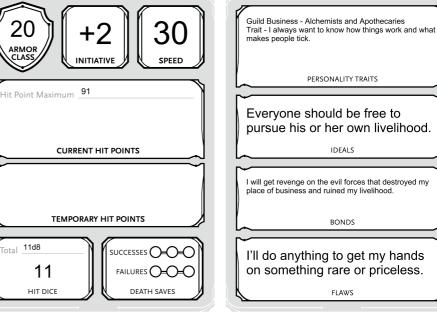
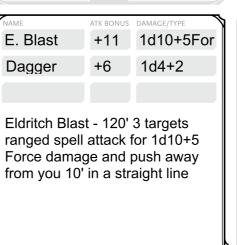


Warlock Old One 11 Guild Artisan - Alchemist CLASS & LEVEL BACKGROUND PLAYER NAME CN Human 85000 EXPERIENCE POINTS RACE ALIGNMENT









--=-Archetype=--***Archetype - Great Old One***
*Pact Magic - spell slots are of the same level and refresh after a short rest. *Awakened Mind - you may communicate telepathically with any visible creature within 30' of you that can understand at least one language. *Entropic Ward - when a creature makes an attack roll against you, you may use your reaction to impose Disadvantage on the roll, if the attack fails you gain Advantage on your next turn; you may use this ability once per short or long rest. --=Special=-""Eldritch Invocations(5)***

1 - Agonizing Blast - add Charisma Modifier to Eldritch Blast damage
2 - Devil's Sight - you can see normally in magical and non-magical
Darkness up to 120'
3 - Repelling Blast - you can push a creature up to 10' away from you in a
straight line with your Eldritch Blast
4 - Thief of Five Fates - you may cast "Bane" once per long rest using a
Warlock Spell Slot
5 - Ascendant Step - you can cast Levitate on yourself at will

Languages - Common, Undercommon and Deep Speech

SKILLS

PASSIVE WISDOM (PERCEPTION)

Armor - Light armor

Weapons - Simple weapons

Tools - Alchemist's Supplies

OTHER PROFICIENCIES & LANGUAGES

Body - Half plate (AC 15 + Dexterity Modifier max 2) RH - Rod/Dagger LH - Shield

ATTACKS & SPELLCASTING

*Rod of the Pact Keeper +2 - you can regain one warlock spell slot as an action while holding the rod once until next long rest *Cloack of Protection *2x Potion of Superior

Healing (8d4 +8) **EQUIPMENT**

PERSONALITY TRAITS

Everyone should be free to

pursue his or her own livelihood.

IDEALS

I will get revenge on the evil forces that destroyed my place of business and ruined my livelihood.

I'll do anything to get my hands on something rare or priceless.

FLAWS

--==Class=="*Class - Warlock***

*Ability Score - Charisma +5

*Hit Dice - 11d8

*Armor - Light

*Weapons - Simple

*Saving Throws - Wisdom and Charism

*Skills - Intimidation(Cha) aArcana(Int)

*Thought Shield - your thoughts cannot be read by Telepathy or other means unless you allow it, you are Resistant to Psychic damage and any creature that deals Psychic damage to you takes the same amount of damage that you do.

Pact of the Chain

"You learn the "Find Familiar" spell and can cast it as a ritual. The spell doesn't count against your number of spells known. When you cast the spell, you can choose one of the norm al forms for your familiar or one of the following special forms: Imp. Pseudodragon, Quasit, or Sprite. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

Str - 6/Dex - 17/Con - 13/Int - 11/Wis - 12/Cha - 14 AC - 13/HP - 10

AC - 13/HP - 10
Skills - Deception +4, Insight +3, Persuasion +4, Stealth +5
Size - Tiny, Speed - 20/40 F);
Resistances - Cold; Bludgeoning, Piercing and Slashing from nonmagical, nonsilvered weapons immunities - Fire and Poison Condition Immunities - Poisoned Languages - Infernal and Common Devil's Sight - 120'
Shapechanger(Ratiz0'). Raven(60' Fib. or Seld. (2012)

Devil's Signt - 120
Shapechanger(Rat(20'), Raven(60' Fly) or Spider(20' Climb))
Invisibility - the Imp magically turns Invisible until it attacks or until its concentration is broken.

concentration is broken. Magic Resistance(shared) - Advantage vs. Saving Throws against Spell and Magical Effects (shared with Master within 10') Telepathic Bond - Master senses what the Imp senses within 1 mile Attack - Sting-5 (1d44-3 Pierring damage), on hit target takes 3d6 Poison damage or half if it makes a DC11 Constitution save.

FEATURES & TRAITS

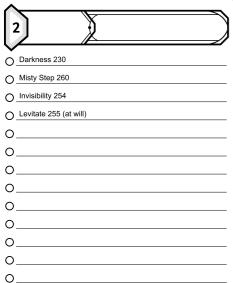


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Vampiric Touch 285
O Counterspell 228
O Dispel Magic 234
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O Evard's Black Tentacles 238
O Dimension Door 233

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O Eyebite 238 (once per long rest)



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