

CHARACTER NAME

Warlock Old One 11

Guild Artisan - Alchemist

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

CN

85000

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+3

16

INTELLIGENCE

0

10

WISDOM

0

10

CHARISMA

+5

20

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ +3 Dexterity
- ☐ +4 Constitution
- ☐ +1 Intelligence
- ☒ +5 Wisdom
- ☒ +10 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☒ +4 Arcana (Int)
- ☐ -2 Athletics (Str)
- ☐ +5 Deception (Cha)
- ☐ 0 History (Int)
- ☒ +4 Insight (Wis)
- ☒ +9 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +5 Performance (Cha)
- ☒ +9 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

20

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 91

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 11d8

11

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Guild Business - Alchemists and Apothecaries
Trait - I always want to know how things work and what makes people tick.

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.

BONDS

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

FLAWS

| NAME | ATK BONUS | DAMAGE/TYPE |
|----------|-----------|-------------|
| E. Blast | +11 | 1d10+5For |
| Dagger | +6 | 1d4+2 |
| | | |

Eldritch Blast - 120' 3 targets ranged spell attack for 1d10+5 Force damage and push away from you 10' in a straight line

ATTACKS & SPELLCASTING

====Class====
 Class - Warlock
 *Ability Score - Charisma +5
 *Hit Dice - 11d8
 *Armor - Light
 *Weapons - Simple
 *Saving Throws - Wisdom and Charisma
 *Skills - Intimidation(Cha) aArcana(Int)
 ----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.
 *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.
 ----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
 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 normal 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.
 Imp Familiar
 Str - 6/Dex - 17/Con - 13/Int - 11/Wis - 12/Cha - 14
 AC - 13/HP - 10
 Skills - Deception +4, Insight +3, Persuasion +4, Stealth +5
 Size - Tiny, Speed - 20'/40' Fly
 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(Rat(20'), Raven(60' Fly) or Spider(20' Climb))
 Invisibility - the Imp magically turns Invisible until it attacks or until its 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 (1d4+3 Piercing damage), on hit target takes 3d6 Poison damage or half if it makes a DC11 Constitution save.

14

PASSIVE WISDOM (PERCEPTION)

Languages - Common, Undercommon and Deep Speech

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

Misc
 *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
 *Cloak of Protection
 *2x Potion of Superior Healing (8d4 +8)

EQUIPMENT

FEATURES & TRAITS

Warlock

Charisma

SPELLCASTING ABILITY

19

SPELL SAVE DC

+11

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

Eldritch Blast 237

Blade Ward 218

True Strike 284

Mage Hand 256

1

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

Witch Bolt 289

Hex 251

Dissonant Whispers 234

Find Familiar 240 (Ritual - Pact of the Chain)

Bane 216 (once per long rest)

2

Darkness 230

Misty Step 260

Invisibility 254

Levitate 255 (at will)

3

Vampiric Touch 285

Counterspell 228

Dispel Magic 234

4

Evard's Black Tentacles 238

Dimension Door 233

5

3

Telekinesis 280

Dominate Person 235

6

1

Eyebite 238 (once per long rest)

7

8

9

TM & © 2014 Wizards of the Coast LLC. Permission is granted to photocopy this document for personal use.