

Warlock 1

CLASS & LEVEL

PLAYER NAME

Illithid
RACEHaunted One
BACKGROUND

(Milestone)

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+0

10

DEXTERITY

+1

12

CONSTITUTION

+0

11

INTELLIGENCE

+2

15

WISDOM

+1

12

CHARISMA

+4

18

- ☐ +0 Strength
- ☐ +1 Dexterity
- ☐ +0 Constitution
- ☐ +2 Intelligence
- ☐ +3 Wisdom
- ☒ +6 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☐ +1 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☒ +4 Arcana INT
- ☐ +0 Athletics STR
- ☒ +6 Deception CHA
- ☐ +2 History INT
- ☐ +1 Insight WIS
- ☐ +4 Intimidation CHA
- ☒ +4 Investigation INT
- ☐ +1 Medicine WIS
- ☐ +2 Nature INT
- ☐ +1 Perception WIS
- ☐ +4 Performance CHA
- ☐ +4 Persuasion CHA
- ☐ +2 Religion INT
- ☐ +1 Sleight of Hand DEX
- ☐ +1 Stealth DEX
- ☒ +3 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+1

INITIATIVE

ARMOR

13

CLASS

Resistances - Fire, Psychic

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

65

--

HIT POINTS

Total

5d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===
Light Armor=== WEAPONS ===
Longbow, Simple Weapons=== LANGUAGES ===
Common, Deep Speech, Infernal, Orc

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===

Dark One's Blessing

When you reduce a hostile creature to 0 HP, you gain 5 temp HP.

TENTACLES

If a creature starts its turn grappled by you, deal 2d4 psychic damage. If reduced to 0, you may eat their brain

MIND BLAST

ACTIONS

11

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

14

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+3

1d4+1 Piercing

Simple, Finesse, Light, Thrown, Range (20/60)

Vicious Crossbow, Light

+3

1d8+1 Piercing

Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)

Unarmed Strike

+2

1 Bludgeoning

Mind Blast

Save

2d8 Psychic

INT SAVE 17 (3 per day)

WEAPON ATTACKS & CANTRIPS



CHARACTER NAME

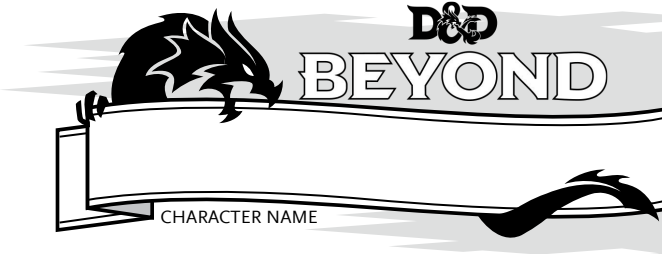
CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS



Warlock 1	drenst	
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Illithid	Haunted One	(Milestone)
RACE	BACKGROUND	EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Potion of Healing (Greater)	5	2.5 lb.			
Wand of Lightning Bolts	1	--			

ADDITIONAL EQUIPMENT



CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Warlock

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
<input type="radio"/> Thaumaturgy	Infernal Legacy	--	1A	30 ft.	V	1 minute	PHB 282	D: 1m, V
=== 1st LEVEL ===	1 Pact O							
<input type="radio"/> Hellish Rebuke	Infernal Legacy	DEX 14	1R	60 ft.	V,S	Instantaneous	PHB 250	1/LR, V/S
=== 2nd LEVEL ===								
<input type="radio"/> Darkness <C>	Infernal Legacy	--	1A	60 ft./15 ft. Sphere	V,M	Concentration, up to 10 minutes	PHB 230	1/LR, D: 10m, 15 ft. Sphere, V/M
=== 3rd LEVEL ===								
<input type="radio"/> Lightning Bolt	Wand of Lightning Bolts	DEX 15	1A	Self/100 ft. Line	V,S,M	Instantaneous	PHB 255	1 Charge (7/7), 100 ft. Line, V/S/M

SPELLS