



PSYCHIC

Warlock 7 (Great Old One Pact)

CLASS & LEVEL

Human

RACE

24,380

EXPERIENCE POINTS

Acolyte

BACKGROUND

PLAYER NAME

House at Clearview Peak

CAMPAIGN or PLAYER ID

STR

-1
9

+3 PROFICIENCY
BONUS

SAVING THROWS

- 1 Strength Saves
- +2 Dexterity Saves
- +2 Constitution Saves
- +0 Intelligence Saves
- +4 Wisdom Saves *
- +7 Charisma Saves *
- * Prof. bonus added

DEX

+2
14

CON

+2
15

INT

+0
11

WIS

+1
13

CHA

+4
18

11 PASSIVE WISDOM
(PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor

Weapons: simple weapons

Tools: none

Saving Throws: Wisdom, Charisma

Skills: Deception, Insight, Investigation, Religion

Languages: Common, Elvish, Deep Speech, Infernal

ARMOR
CLASS
(AC)

INITIATIVE

13 **+2** **30 ft.**

Armor Worn: Leather armor

HIT POINTS

52

HIT DICE

7d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Extra Attack. When making an Attack action with your pact blade, you may make two attacks rather than one.

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft. Hit: 1d6+1 bludgeoning damage. (If used two-handed in melee, does 1d8+1 damage.)

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC & SPECIAL ATTACKS

Eldritch Blast Cantrip. Ranged Spell Attack: +7 to hit, target one creature within 120 ft. range. Hit: 1d10 force damage with 2 beam(s). (If more than one beam, blast can be used as multiple beams of 1d10, each with separate attack roll to hit as one attack action.)

SPEED

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Human Traits [PHB p. 29]

- Age: 38-years-old
- Medium Size (5' 8", 194 lbs.)

Class Features [PHB p. 106]

- Otherworldly Patron (The Starworm of Ygg, larval demigod)
- Pact Magic (all cast as 4th level spells)
- Awakened Mind (telepathy to 30 feet)
- Eldritch Invocations (see below)
- Pact Boon (Pact Of The Blade)
- Entropic Ward (cause attack disadvantage as reaction)

Eldritch Invocations [PHB p. 110]

- Beast Speech (*speak with animals* at will)
- Eldritch Sight (*detect magic* at will)
- Thirsting Blade (extra attack)
- Bewitching Whispers (*compulsion* once betw. long rests)

Spellcasting [PHB p. 201]

Spell Attack Modifier +7
Spell Save DC 15

Cantrips Known: *Eldritch Blast, Friends, Mage Hand*

Known Spells (2 spell slots)

Charm Person, Counterspell, Crown Of Madness, Dimension Door, Dispel Magic, Hex, Mirror Image, Witch Bolt

Background Features [PHB p. 127]

- Shelter of the Faithful

EQUIPMENT & TREASURE

Carried Gear: leather armor (AC 11), two (2) daggers, quarterstaff, light crossbow and 20 bolts, set of common clothes, holy symbol: amulet, prayer book, 5 sticks of incense, vestments

Lifting and Carrying: 135 lbs. max. carrying capacity; 270 lbs. pushing or dragging (speed -5 ft.); 270 lbs. max. lift.

Coins & Gems: 711 gold pieces (gp); 2 silver pieces (sp); 67 copper pieces (cp); 2 gems (worth 50 gp each)