

Sid Istick

CHARACTER NAME

Warlock 5

CLASS & LEVEL

Rock Gnome

RACE

Criminal

BACKGROUND

True neutral

ALIGNMENT

Mark

PLAYER NAME

8370

EXPERIENCE POINTS

STRENGTH

0

11

DEXTERITY

+2

14

CONSTITUTION

0

10

INTELLIGENCE

+3

17

WISDOM

0

11

CHARISMA

-1

8

INSPIRATION

+3

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ +3 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☒ +2 Deception (Cha)
- ☐ +3 History (Int)
- ☐ 0 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☒ +6 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☒ +6 Nature (Int)
- ☐ 0 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Lance

0

1d12 pierci

Net

0

-

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, simple weapons.

Languages:

Common, gnomish.

OTHER PROFICIENCIES & LANGUAGES

CP 1792

SP 987

EP 44

GP 803

PP 3

Gallon of ale, red cloak, shortsword, longsword, jar of salt, vodka (500mL), potion of vitality, wand of magic missiles (7/7), component pouch, spellbook, backpack, bottle of ink, ink pen, 10 sheets of parchment, small knife, tome of historical lore, holy symbol, prayer book, set of common clothes, pouch.

EQUIPMENT

FEATURES & TRAITS



Warlock 5

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

10

SPELL SAVE DC

+2

SPELL ATTACK
BONUS

0

CANTRIPS

Blade Ward

Guidance

Mage Hand

3

3

Beacon of Hope

Elemental Weapon

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

Animal Friendship

Arms of Hadar

4

7

8

2

Find Steed

Flaming Sphere

5

9

SPELLS KNOWN