

Selesnya Initiate

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

INSPIRATION

PROFICIENCY BONUS

ASI: Resilient (Dex)

DEXTERITY

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

CONSTITUTION

INTELLIGENCE

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

SKILLS

WISDOM

CHARISMA

PASSIVE WISDOM (PERCEPTION)

Weapons: Simple Weapons
Languages: Common, Goblin, Draconic, Sylvan
Tools: Healer's Kit, artisan's tools

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff.	+2.	1d6 -1 bludgeoning
Eldritch Blast.	+8	2d10+10 force
(roll for each "ray" that deals 1d10+5 damage each)		
Scorching Ray	+8	3 rays, 2d6 fire each
Hex. (no save, no attack roll), concentration, single target, takes a bonus action to cast, imposes disadvantage on one type of "ability check" for the target (not attack rolls, not saving throws), and you deal an additional 1d6 of necrotic damage to the target on each of your hits.		
Aid	heal	+5 hp *(level-1)
Mirror Image (no concentration, helps avoid getting hit)		
See page 3 for all spellcasting.		

ATTACKS & SPELLCASTING

Warlock spell slots: (this is where the revision takes place) you have a number of spell slots equal to $\min(\text{ceil}(\text{level}/2), 5)$ which are all the same level of spell slot = $1 + \text{floor}(\text{level}/3)$, thus at the start of this game you have 3 level 2 spell slots.

You regain all spell slots on a short or long rest. You know up to $1 + \text{warlock level}$ spells that you can choose one on each level up and replace one with another every time you level up.

Pack boon: Pact of the Tome.

Invocations: Agonizing Blast (Eldritch Blast adds your charisma modifier to each damage roll), Mask of Many Faces (cast Disguise Self at will); Pact of the Tome: Book of Ancient Secrets: you can cast ritual spells and can write down more in your book of Shadows;

Genie: Efreeti features: you have an oil lamp that you can go inside once per long rest as an action and be inside a 20 ft by 20 ft room for up to 6 hours or until you leave as a bonus action. If the lamp is destroyed, everything in it appears harmlessly outside.

Verdan features: Reroll 1 or 2 on a hit die of healing when taking a short rest,

You can telepathically speak simple ideas with anyone within 30 feet of you ("Limited Telepathy").

Advantage on all Wisdom and Charisma saving throws.

CP

SP

EP

GP

PP

Leather Armor: AC= $12 + \min(\text{Dex mod}, 2)$, component pouch, Backpack, Crowbar, Hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, waterskin, 50 feet of rope, Healer's Kit,

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

character level.	Number of spell slots.	slot level
1:	1	1
2:	1	1
3:	2	2
4:	2	2
5:	3	2
6:	3	3
7:	4	3
8:	4	3
9:	5	4
10:	5	4
11:	5	4
12:	5	5
13:	5	5
14:	5	5
15:	5	6
16:	5	6
17:	5	6
18:	5	7
19:	5	7
20:	5	7

ES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

Hex

1 hour concentration

1 hour, no concentration

temp hp, 10 cold damage to opponents),
can only be cast on oneself.

Book of Ancient Secrets (ritual only):
Unseen Servant
Detect Magic

2

1 minute no concentration

Instantaneous

Instantaneous

4

7

8

5

9

SPELLS KNOWN

Selesnya Initiate Spells (these are Warlock spells for you):

Cantrips: druidcraft, friends

1st: animal friendship, charm person

2nd: aid, animal messenger, calm emotions, warding bond

3rd: Plant growth, speak with plants

4th: Aura of Life, conjure minor elementals

5th: Awaken, Commune with Nature

Common Actions (do one of these things during your action instead of attack):

1. Dash: you gain extra movement equal to your speed for that round.
2. Disengage: you can move away from hostile creatures while avoiding opportunity attacks (which require those opponents to use their reaction to make an attack)
3. Dodge: while you have speed left and are not incapacitated, you have advantage on dexterity saving throws (roll the d20 twice and take the higher number), and attacks against you have disadvantage (roll the d20 twice and take the lower number).
4. Help: while within 5 ft of a creature, you can give that creature advantage on one ability check or attack.
5. Hide: make a Dexterity (Stealth) check to try to beat the passive perception of creatures. You can only do this while the creatures you are hiding from are unable to see you. Attacks you make from being unseen have advantage. Attacks against you towards where you actually are are at disadvantage, and attacking where an unseen target is not is an attack that automatically misses.
6. Search: depending on what kind of thing you are looking for, I will either ask you to make a Wisdom (Perception) check, or an Intelligence (Investigation) check as you devote your attention to finding something.
7. Use an object, you can do something simple with one object for free (like drawing a sword), but to use an additional object or to do something that requires more time or care will require you to use your action.

Miscellaneous things to do on your turn:

- * Going Prone: It is free to do (doesn't cost action, bonus action, movement or reaction), it imposes disadvantage on ranged attacks from more than 5 feet away and imposes disadvantage on your own attacks rolls while you are prone, but it gives advantage on attacks against you to attackers within 5 ft of you. It takes 1/2 of your movement in order to stand back up (as in, you must have at least 15 ft of movement left to get back up, more if you have other bonuses to your speed).
- * Ready action: you use your action and your reaction to do just ONE thing you could do as an action when a triggering event happens during the 6 seconds (this is very useful for archers in order to hit someone at the moment that someone drops invisibility during the course of making an attack or casting a spell (standard for the 2nd level Invisibility spell) or for a ranged attack on someone as soon as they get up from being prone).
- * Grapple: Takes 1 action. You make a Strength (Athletics) check against someone in melee, that person makes a competing check of 1d20+max(Strength (Athletics) modifier, Dexterity (Acrobatics) modifier). If the competing check fails, then the grappled target's speed is reduced to 0 and can't benefit from any feature that increases speed unless they use their action to break free of the grapple (same check) or the grappling effect (or creature) is destroyed.