

Scirilia			Warlock 1		Entertainer			
Character Name			Class & Level		Background		Player Name	
13	+2	30 ^{ft}	Tiefling		Neutral Good			
AC	Initiative	Speed	Race		Alignment		EP	
d8	1		Str	Dex	Con	Int	Wis	Cha
Hit Dice	Total	Used	7	15	12	14	11	20
9							●	●
Max Hp	Hp	Temp Hp	-2	+2	+1	+2	0	+5
+2			-2	+2	+1	+2	+2	+7
Proficiency Bonus			-2	+2	+1	+2	+2	+7

Skills

Strength -2

Athletics

Constitution +1

Dexterity +2

- Acrobatics
- Sleight of Hand
- Stealth

Intelligence +2

- Arcana
- History
- Investigation
- Nature
- Religion

Wisdom 0●

Animal Handling
Insight
Medicine
Perception
Survival

Charisma +5●

- Deception
- Intimidation
- Performance
- Persuasion

Weapons

4 Daggers

+4 1d4 + 2 Piercing
Light, Finesse, Thrown
(20/60)

Proficiencies

Weapons

- Simple weapons

Armor

- Light Armor

Language

- Common
- Infernal

Tools

- Disguise kit
- Flute

Features

Entertainer

By Popular Demand

You can always find a place to perform. At such a place, you receive free lodging and food, as long as you perform each night

Tiefling

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness.

Hellish Resistance.

Resistance to fire damage.

Infernal Legacy.

You know the Thaumaturgy cantrip, charisma is your spellcasting ability.

Warlock

Pact Magic

Regain Spellslots form a short rest. You can use an arcane focus as a spellcasting focus for your warlock spells.

The Celestial

Healing Light

You have a pool of 1 + your warlock level d6s per long rest. As a bonus action, you can heal one creature you can see within 60 feet of you, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier.

Equipment

Flute	
Costume	
Favor of an admirer	love letter
Backpack	
Crowbar	
Hammer	
Pitons	10
Torches	10
Tinderbox	
Rations	10 days
Waterskin	
Rope	50ft
component pouch	
Leather armor	AC 11 + dex

PP	GP	EP
SP	CP	



16	5'5	90 lb
Age	Height	Weight
green	purple	Short grey
Eyes	Skin	Hair

Character Description

Spellcasting

Cha			+7			15		
Spellcasting Ability			Spell Attack Bonus			Spell Save DC		
1	2	3	4	5	6	7	8	9
1	0	0	0	0	0	0	0	0

Cantrips

Mage Hand	1 Action, 30ft, 1 Min, Can't attack, activate magical items, or carry more than 10 pounds. V, S
Eldritch Blast	1 Action, 120ft, 1d10 force damage, V, S
Thaumaturgy	1 Action, 30ft, 1 Min, max 3 at the time, Effects: 1) Your voice booms up to three times as loud 2) flames flicker, brighten, dim, or change color 3) harmless tremors in the ground 4) instantaneous sound that originates from a point of your choice 5) instantaneously fly open or slam shut an unlocked door or window 6) alter the appearance of your eyes. V
Light	1 Action, Touch, 1h, Dex-save, 10ft x 10ft x 10ft, the object sheds bright light in a 20-foot radius and dim light for 20 feet. V, M (a firefly or phosphorescent moss)
Sacred Flame	1 Action, 60ft, 1d8 radiant damage, 1 target, Dex-save, no benefit from cover. V, S
1st Level	
Cure Wounds	1 Action, A creature you touch regains 1d8 + your spellcasting ability modifier of hit points. This spell has no effect on undead or constructs. V, S