D&D BEYOND

Sly Goldcrafter

CHARACTER NAME

Warlock 17 [The Genie]
CLASS & LEVEL

PLAYER NAME

Variant Tiefling
RACE

Cloistered Scholar
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+2 (14)
CONSTITUTION	+3 (16)
INTELLIGENCE	+0 (11)
WISDOM	+0 (10)
CHARISMA	+5 (20)

○	-1	Strength
○	+2	Dexterity
⊙	+9	Constitution
○	+0	Intelligence
⊙	+6	Wisdom
⊙	+11	Charisma

Saving Throw Modifiers
Advantage on CON to maintain your concentration on a spell

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
Ⓟ	+6	Arcana	INT
○	-1	Athletics	STR
Ⓟ	+11	Deception	CHA
Ⓟ	+6	History	INT
○	+0	Insight	WIS
Ⓟ	+11	Intimidation	CHA
○	+0	Investigation	INT
○	+0	Medicine	WIS
○	+0	Nature	INT
○	+0	Perception	WIS
○	+5	Performance	CHA
○	+5	Persuasion	CHA
○	+0	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+0	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+2
INITIATIVE

ARMOR
17
CLASS

Resistances - Fire
DEFENSES

INSPIRATION

+6
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 50 ft. (Flying), 60 ft. (Swimming)
SPEED

Max HP: 139
Current HP:
Temp HP: --
HIT POINTS

Total: 17d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Simple Weapons

=== LANGUAGES ===
Celestial, Common, Infernal, Primordial

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

Genie's Vessel: Bottled Respite • 1 / Long Rest
You can magically vanish and enter your vessel, which remains in the space you left. You can remain inside the vessel up to 12 hours. You exit the vessel early if you use a bonus action to leave, if you die, or if the vessel is destroyed.

Ghostly Gaze • 1 / Short Rest
Once per short rest, as an action, you gain the ability to see through solid objects (with darkvision) to a range of 30 ft for 1 minute.

=== BONUS ACTIONS ===
Eldritch Invocations: Investment of the Chain Master
You can command your familiar to take the Attack action.

Elemental Gift • 6 / Long Rest
As a bonus action, you can give yourself a flying speed of 30 feet that lasts for 10 minutes, during which you can hover.

=== REACTIONS ===
Eldritch Invocations: Investment of the Chain Master
When your familiar takes damage, you can use

ACTIONS

10	PASSIVE WISDOM (PERCEPTION)
10	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 120 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +2	+10	1d8+4 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger, +2	+10	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dragontooth Dagger	+9	1d4+3 Piercing	+1d6 Acid, Simple, Finesse, Light, Thrown, Range (20/60)
Eldritch Blast	+13	1d10+5 Force	Count: 4, V/S
Fire Bolt	+11	4d10 Fire	V/S
Unarmed Strike	+5	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Sly Goldcrafter

CHARACTER NAME

Warlock 17 [The Genie]		
CLASS & LEVEL		PLAYER NAME
Variant Tiefling	Cloistered Scholar	
RACE	BACKGROUND	EXPERIENCE POINTS

=== WARLOCK FEATURES ===

* Additional Warlock Spells • TCoE 70

* Hit Points • PHB 106

* Proficiencies • PHB 107

* Otherworldly Patron • PHB 107
You have struck a bargain with an otherworldly being.

| The Genie

* Pact Magic • PHB 107
You can cast known warlock spells using CHA as your spellcasting modifier (Spell DC 19, Spell Attack +11). You can use an arcane focus as a spellcasting focus.

* Genie Kind • TCoE

| Efreeti • TCoE
Your patron Genie is a Efreeti.

* Expanded Spell List • TCoE 73

* Genie's Vessel • TCoE

| Genie's Wrath (Efreeti) • TCoE
Once during each of your turns when you hit with an attack roll, you can deal an extra 6 fire damage to the target.

| Genie's Vessel: Bottled Respite: 1 / Long Rest • 1 Action

* Eldritch Invocations • PHB 107
You learn fragments of forbidden knowledge that imbue you with an abiding magical ability.

| Agonizing Blast • PHB 110
When you cast eldritch blast, add +5 to the damage it deals on a hit.

| Devil's Sight • PHB 110
You can see normally in darkness, both magical and nonmagical, to a distance of 120 ft.

| Eldritch Mind • TCoE 71
You have advantage on Constitution saving throws that you make to maintain your concentration on a spell.

| Eldritch Spear • PHB 111
When you cast eldritch blast, its range is 300 ft.

| Ghostly Gaze • XGtE 56
Once per short rest, as an action, you gain the ability to see through solid objects (with darkvision) to a range of 30 ft for 1 minute.

| 1 / Short Rest • 1 Action

| Investment of the Chain Master • TCoE 71
When you cast find familiar, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits:
- The familiar gains either a flying speed or a swimming speed (your choice) of 40 ft.
- As a bonus action, you can command the familiar to take the Attack action.
- The familiar's weapon attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.
- If the familiar forces a creature to make a saving throw, it uses your spell save DC.
- When the familiar takes damage, you can use your reaction to grant it resistance against that damage.

| Eldritch Invocations: Investment of the Chain Master: 1 Bonus Action

| Eldritch Invocations: Investment of the Chain Master: 1 Reaction

| Visions of Distant Realms • PHB 111
You can cast arcane eye at will, without expending a spell slot.

* Pact Boon • PHB 107
Your otherworldly patron bestows a gift upon you for your loyal service.

| Pact of the Chain • PHB
You learn the find familiar spell, it doesn't count against your number of known spells, and you can cast it as a ritual. Your familiar can take on a more powerful form, and when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack with its reaction.

* Eldritch Versatility • TCoE 70
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing a change of focus in your occult studies:
- Replace one cantrip you learned from this class's Pact Magic feature with another cantrip from the warlock spell list.
- Replace the option you chose for the Pact Boon feature with one of that feature's other options.
- If you're 12th level or higher, replace one spell from your Mystic Arcanum feature with another warlock spell of the same level.
If this change makes you ineligible for any of your Eldritch Invocations, you must also replace them now, choosing invocations for which you qualify.

* Ability Score Improvement • PHB 108

* Elemental Gift • TCoE 75
You begin to take on characteristics of your patron's kind.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	1
WEIGHT CARRIED	83.02 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Crossbow, Light, +2	1	5 lb.	Case, Crossbow Bolt	1	1 lb.
Dagger, +2	1	1 lb.	Crossbow Bolts	40	3 lb.
Dragontooth Dagger	1	1 lb.	Clothes, Traveler's	1	4 lb.
Bag of Holding	1	15 lb.	Crowbar	1	5 lb.
Broom of Flying	1	3 lb.	Mess Kit	1	1 lb.
Cloak of Displacement	1	--	Rations (1 day)	10	20 lb.
Cloak of the Manta Ray	1	--	Rope, Silk (50 feet)	1	5 lb.
Cube of Force	1	--	Tinderbox	1	1 lb.
Decanter of Endless Water	1	2 lb.	Waterskin	1	5 lb.
Immovable Rod	1	--	Lantern, Bullseye	1	2 lb.
Ring of Spell Storing	1	--	Oil (flask)	1	1 lb.
Slippers of Spider Climbing	1	--	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Potion of Healing (Superior)	2	1 lb.	Cube of Force	1	--
Elixir of Health	1	--	Barrier Tattoo (Rare)	1	--
Heward's Handy Haversack	1	5 lb.	Rod of the Pact Keeper, +2	1	--

EQUIPMENT

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Sly Goldcrafter	Warlock 17 [The Genie]	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Variant Tiefling	Cloistered Scholar
	RACE	BACKGROUND	EXPERIENCE POINTS

| Elemental Gift (Efreeti) • TCoE
You now have resistance to fire damage.

| 6 / Long Rest • 1 Bonus Action

* Sanctuary Vessel • TCoE 75
When you enter your Genie's Vessel via the Bottled Respite feature, you can now choose up to five willing creatures that you can see within 30 feet of you, and the chosen creatures are drawn into the vessel with you.

* Mystic Arcanum (6th level) • PHB 108
Your patron bestows upon you one 6th-level warlock spell that you can cast without expending a spell slot once per long rest.

* Mystic Arcanum (7th level) • PHB 108
Your patron bestows upon you one 7th-level warlock spell that you can cast without expending a spell slot once per long rest.

* Limited Wish • TCoE
As an action, you can speak your desire to your Genie's Vessel, requesting the effect of one spell that is 6th level or lower and has a casting time of 1 action. The spell can be from any class's spell list, and you don't need to meet the requirements in that spell, including costly components; the spell simply takes effect as part of this action.

| 1 Action

* Mystic Arcanum (8th level) • PHB 108
Your patron bestows upon you one 8th-level warlock spell that you can cast without expending a spell slot once per long rest.

* Mystic Arcanum (9th level) • PHB 108
Your patron bestows upon you one 9th-level warlock spell that you can cast without expending a spell slot once per long rest.

=== VARIANT TIEFLING RACIAL TRAITS ===

* Darkvision • BR 43
You can see in darkness (shades of gray) up to 60 ft.

* Hellish Resistance • BR 43
You have resistance to fire damage.

* Variant Tiefling • SCAG

| Winged • SCAG
You have bat-like wings and a flying speed of 30 feet.

=== FEATS ===

* Resilient (Constitution) • PHB
Increase your CON score by 1 and you gain proficiency in CON saving throws.

* Spell Sniper (Bard, Sorcerer, Warlock) • PHB 170
When you cast a spell that requires you to make an attack roll, the spell's range is doubled. Your ranged spell attacks ignore half cover and three-quarters cover. You learn one cantrip that requires an attack roll from your chosen class spell list (CHA is your spellcasting ability for it).

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Barrier Tattoo (Rare)	1	--			
Rod of the Pact Keeper, +2	1	--			
Goggles of Object Reading	1	--			
An Undead Eyeball Encased in a Gem (150 gp)	1	--			
Case, Crossbow Bolt	1	1 lb.			
Pouch	1	1 lb.			

ADDITIONAL EQUIPMENT

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D&D BEYOND

Sly Goldcrafter

CHARACTER NAME

Male	25	Medium	5' 10"	175
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Kossuth	Fair	Brown	Brown
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I am horribly, horribly awkward in social situations.
I'm convinced that people are always trying to steal my secrets.

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

IDEALS

I have an ancient text that holds terrible secrets that must not fall into the wrong hands.

BONDS

I am easily distracted by the promise of information.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Warlock

SPELLCASTING CLASS

CHA	21	+13
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Eldritch Blast	Warlock	+13	1A	600 ft.	V,S	Instantaneous	PHB 237	Count: 4, V/S
O	Prestidigitation	Warlock	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Toll the Dead	Warlock	WIS 21	1A	60 ft.	V,S	Instantaneous	XGtE 169	V/S
O	Mage Hand	Warlock	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
O	Fire Bolt	Spell Sniper (Bard, Sorcerer, Warlock)	+11	1A	240 ft.	V,S	Instantaneous	PHB 242	V/S
	=== 1st LEVEL ===								
O	Hex <C>	Warlock	--	1BA	90 ft.	V,S,M	Concentration, up to 1 hour	PHB 251	D: 1h, V/S/M
O	Armor of Agathys	Warlock	--	1A	Self	V,S,M	1 hour	PHB 215	D: 1h, V/S/M
O	Burning Hands	Warlock	DEX 21	1A	Self/15 ft. Cone	V,S	Instantaneous	PHB 220	15 ft. Cone, V/S
O	Find Familiar	Pact Boon	--	1h	10 ft.	V,S,M	Instantaneous	PHB 240	V/S/M
	=== 2nd LEVEL ===								
O	Darkness <C>	Warlock	--	1A	60 ft./15 ft. Sphere	V,M	Concentration, up to 10 minutes	PHB 230	D: 10m, 15 ft. Sphere, V/M
O	Misty Step	Warlock	--	1BA	Self	V	Instantaneous	PHB 260	V
	=== 3rd LEVEL ===								
O	Counterspell	Warlock	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
O	Fireball	Warlock	DEX 21	1A	150 ft./20 ft. Sphere	V,S,M	Instantaneous	PHB 241	20 ft. Sphere, V/S/M
O	Hunger of Hadar <C>	Warlock	DEX 21	1A	150 ft./20 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, 20 ft. Sphere, V/S/M
	=== 4th LEVEL ===								
O	Banishment <C>	Warlock	CHA 21	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
O	Greater Invisibility <C>	Warlock	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
O	Shadow of Moil <C>	Warlock	--	1A	Self	V,S,M	Concentration, up to 1 minute	XGtE 164	D: 1m, V/S/M
O	Arcane Eye <C>	Eldritch Invocations	--	1A	30 ft.	V,S,M	Concentration, up to 1 hour	PHB 214	D: 1h, V/S/M
	=== 5th LEVEL ===	4 Pact OOOO							
O	Hold Monster <C>	Warlock	WIS 21	1A	90 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O	Synaptic Static	Warlock	INT 21	1A	120 ft./20 ft. Sphere	V,S	Instantaneous	XGtE 167	20 ft. Sphere, V/S
O	Enervation <C>	Warlock	DEX 21	1A	60 ft.	V,S	Concentration, up to 1 minute	XGtE 155	D: 1m, V/S
	=== 6th LEVEL ===								
O	Mental Prison <C>	Mystic Arcanum (6th level)	INT 21	1A	60 ft.	S	Concentration, up to 1 minute	XGtE 161	1/LR, D: 1m, S
	=== 7th LEVEL ===								
O	Forcecage	Mystic Arcanum (7th level)	CHA 21	1A	100 ft.	V,S,M	1 hour	PHB 243	1/LR, D: 1h, V/S/M
	=== 8th LEVEL ===								
O	Maddening Darkness <C>	Mystic Arcanum (8th level)	WIS 21	1A	150 ft./60 ft. Sphere	V,M	Concentration, up to 10 minutes	XGtE 160	1/LR, D: 10m, 60 ft. Sphere, V/M
	=== 9th LEVEL ===								
O	Foresight	Mystic Arcanum (9th level)	--	1m	Touch	V,S,M	8 hours	PHB 244	1/LR, D: 8h, V/S/M

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