Utassi Birdcruncher

CHARACTER NAME

Warlock 6 [The Undying]	
CLASS & LEVEL	PLAYER NAME
Verdan	Urchin
RACE	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	-1	8
DEXTERITY	+2	14
CONSTITUTION	+3	16
INTELLIGENCE	+0	10
WISDOM	+0	10
CHARISMA	+4	18

○	-1	Strength
○	+2	Dexterity
○	+3	Constitution
○	+0	Intelligence
⊙	+3	Wisdom
⊙	+7	Charisma

Saving Throw Modifiers

Advantage against disease
Advantage on WIS
Advantage on CHA

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
○	+0	Arcana	INT
○	-1	Athletics	STR
Ⓟ	+7	Deception	CHA
○	+0	History	INT
○	+0	Insight	WIS
Ⓟ	+7	Intimidation	CHA
○	+0	Investigation	INT
○	+0	Medicine	WIS
○	+0	Nature	INT
○	+0	Perception	WIS
○	+4	Performance	CHA
Ⓟ	+7	Persuasion	CHA
○	+0	Religion	INT
Ⓟ	+5	Sleight of Hand	DEX
Ⓟ	+5	Stealth	DEX
○	+0	Survival	WIS
○			
○			
○			

SKILLS

+2
INITIATIVE

ARMOR
14
CLASS

DEFENSES

INSPIRATION

+3
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
51		--

HIT POINTS

Total 6d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Simple Weapons

=== TOOLS ===
Disguise Kit, Thieves' Tools

=== LANGUAGES ===
Common, Goblin, Orc

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

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

=== REACTIONS ===
Eldritch Invocations: Investment of the Chain Master
When your familiar takes damage, you can use your reaction to grant it resistance against that damage.

=== SPECIAL ===
Among the Dead
You learn the spare the dying cantrip, which counts as a warlock cantrip for you. You also have advantage on saving throws against any disease. If an undead targets you directly with an attack or spell, that creature must make a WIS saving throw (DC 15). On failure, they must choose a new target or waste the attack or spell. On success or if you target the creature with an attack or spell, the creature is immune to this effect for 24 hours.

Defy Death • 1 / Long Rest
Once per long rest, you can regain 1d8 +3 HP

ACTIONS

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

Darkvision 120 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +1	+6	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger, +1	+6	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dagger, +1	+6	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Eldritch Blast	+8	1d10+4 Force	Count: 2, V/S
Unarmed Strike	+2	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Utassi Birdcruncher

CHARACTER NAME

Warlock 6 [The Undying]		
CLASS & LEVEL		PLAYER NAME
Verdan	Urchin	
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 Undying

* Pact Magic • PHB 107
You can cast known warlock spells using CHA as your spellcasting modifier (Spell DC 15, Spell Attack +7). You can use an arcane focus as a spellcasting focus.

* Expanded Spell List • SCAG
Additional spells are added to the warlock spell list for you.

* Among the Dead • SCAG
You learn the spare the dying cantrip, which counts as a warlock cantrip for you. You also have advantage on saving throws against any disease. If an undead targets you directly with an attack or spell, that creature must make a WIS saving throw (DC 15). On failure, they must choose a new target or waste the attack or spell. On success or if you target the creature with an attack or spell, the creature is immune to this effect for 24 hours.

| Special

* 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 +4 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.

| 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

* 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

* Defy Death • SCAG
Once per long rest, you can regain 1d8 +3 HP when you succeed on a death saving throw or when you stabilize a creature with spare the dying.

| 1 / Long Rest • Special

=== VERDAN RACIAL TRAITS ===

* Size • AI 74
At 1st level, you are a Small creature. When you reach 5th level, you become a Medium creature.

* Black Blood Healing • AI 74
When you roll a 1 or 2 on any Hit Die you spend at the end of a short rest, you can reroll the die and must use the new roll.

* Limited Telepathy • AI 74
You can telepathically communicate simple ideas/concepts with any creature within 30 feet of you, as long as it understands at least one language.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	4

WEIGHT CARRIED	77.08 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Studded Leather	1	13 lb.
Crossbow, Light, +1	1	5 lb.
Dagger, +1	1	1 lb.
Dagger, +1	1	1 lb.
Potion of Healing (Greater)	1	0.5 lb.
Rod of the Pact Keeper, +1	1	--
Pole of Collapsing	1	--
Crossbow Bolts	20	1.5 lb.
Backpack	1	5 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Traveler's	1	4 lb.
Crowbar	1	5 lb.
Lantern, Bullseye	1	2 lb.
Mess Kit	1	1 lb.
Oil (flask)	1	1 lb.

NAME	QTY	WEIGHT
Pouch	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Tinderbox	1	1 lb.
Waterskin	1	5 lb.
Disguise Kit	1	3 lb.
Thieves' Tools	1	1 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Rod of the Pact Keeper, +1	1	--

EQUIPMENT

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Utassi Birdcruncher

CHARACTER NAME

Warlock 6 [The Undying]

CLASS & LEVEL

PLAYER NAME

Verdan

RACE

Urchin

BACKGROUND

EXPERIENCE POINTS

* Persuasive • AI 74
You have proficiency in the Persuasion skill.

* Telepathic Insight • AI 74
You have advantage on all Wisdom and Charisma saving throws.

* Languages • AI 74
You speak, read, and write Common, Goblin, and one additional language of your choice:

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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Utassi Birdcruncher

CHARACTER NAME

Female	48	Medium	5' 2"	76
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	Kelemvor	Green	Yellow	Red
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I hide scraps of food and trinkets away in my pockets.
I don't like to bathe.

PERSONALITY TRAITS

Community. We have to take care of each other, because no one else is going to do it. (Lawful)

IDEALS

No one else should have to endure the hardships I've been through.

BONDS

I will never fully trust anyone other than myself.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Warlock

SPELLCASTING CLASS

CHA	16	+8
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	+8	1A	120 ft.	V,S	Instantaneous	PHB 237	Count: 2, V/S
O	Prestidigitation	Warlock	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Toll the Dead	Warlock	WIS 16	1A	60 ft.	V,S	Instantaneous	XGtE 169	V/S
O	Spare the Dying	Among the Dead	--	1A	Touch	V,S	Instantaneous	PHB 277	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	Ray of Sickness	Warlock	CON 16 / +8	1A	60 ft.	V,S	Instantaneous	PHB 271	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 ===	2 Pact OO							
O	Counterspell	Warlock	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
O	Dispel Magic	Warlock	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S

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