D&D BEYOND

# Sly Goldcrafter

CHARACTER NAME

Warlock 5 [The Genie]
CLASS & LEVEL

PLAYER NAME

Variant Tiefling
RACE

Cloistered Scholar
BACKGROUND

EXPERIENCE POINTS

| | |
|---|---|
| STRENGTH | -1 (8) |
| DEXTERITY | +2 (14) |
| CONSTITUTION | +2 (15) |
| INTELLIGENCE | +0 (11) |
| WISDOM | +0 (10) |
| CHARISMA | +4 (18) |

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

Saving Throw Modifiers

SAVING THROWS

| | | | |
|---|---|---|---|
| ○ | +2 | Acrobatics | DEX |
| ○ | +0 | Animal Handling | WIS |
| Ⓟ | +3 | Arcana | INT |
| ○ | -1 | Athletics | STR |
| Ⓟ | +7 | Deception | CHA |
| Ⓟ | +3 | History | INT |
| ○ | +0 | Insight | WIS |
| Ⓟ | +7 | Intimidation | CHA |
| ○ | +0 | Investigation | INT |
| ○ | +0 | Medicine | WIS |
| ○ | +0 | Nature | INT |
| ○ | +0 | Perception | WIS |
| ○ | +4 | Performance | CHA |
| ○ | +4 | Persuasion | CHA |
| ○ | +0 | Religion | INT |
| ○ | +2 | Sleight of Hand | DEX |
| ○ | +2 | Stealth | DEX |
| ○ | +0 | Survival | WIS |
| ○ | ___ | _____ | |
| ○ | ___ | _____ | |
| ○ | ___ | _____ | |

SKILLS

+2
INITIATIVE

ARMOR
14
CLASS

Resistances - Fire
DEFENSES

INSPIRATION

+3
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 30 ft. (Flying)
SPEED

| Max HP | Current HP | Temp HP |
|---|---|---|
| 38 | | -- |

HIT POINTS

Total 5d8
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 6 hours. You exit the vessel early if you use a bonus action to leave, if you die, or if the vessel is destroyed.

=== 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.

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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# Sly Goldcrafter

CHARACTER NAME

| | | |
|---|---|---|
| Warlock 5 [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 15, Spell Attack +7).
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 3 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 +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

=== 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.

**FEATURES & TRAITS**

| | |
|---|---|
| CP | 0 |
| SP | 0 |
| EP | 0 |
| GP | 0 |
| PP | 4 |

| | |
|---|---|
| WEIGHT CARRIED | 73.58 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) | 2 | 1 lb. |
| Rod of the Pact Keeper, +1 | 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. |
| Pouch | 1 | 1 lb. |

| NAME | QTY | WEIGHT |
|---|---|---|
| Rations (1 day) | 10 | 20 lb. |
| Rope, Silk (50 feet) | 1 | 5 lb. |
| Tinderbox | 1 | 1 lb. |
| Waterskin | 1 | 5 lb. |

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

**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 | 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 |
| | === 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 16 | 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 === | 2 Pact OO | | | | | | | |
| O | Counterspell | Warlock | -- | 1R | 60 ft. | S | Instantaneous | PHB 228 | Special: (See Description)*, S |



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