D&D BEYOND

Utassi Birdcruncher

CHARACTER NAME

Warlock 1 [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	+3 (16)

○	-1	Strength
○	+2	Dexterity
○	+3	Constitution
○	+0	Intelligence
⊙	+2	Wisdom
⊙	+5	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
Ⓟ	+5	Deception	CHA
○	+0	History	INT
○	+0	Insight	WIS
Ⓟ	+5	Intimidation	CHA
○	+0	Investigation	INT
○	+0	Medicine	WIS
○	+0	Nature	INT
○	+0	Perception	WIS
○	+3	Performance	CHA
Ⓟ	+5	Persuasion	CHA
○	+0	Religion	INT
Ⓟ	+4	Sleight of Hand	DEX
Ⓟ	+4	Stealth	DEX
○	+0	Survival	WIS
○			
○			
○			

SKILLS

INITIATIVE: +2

ARMOR CLASS: 14

DEFENSES

INSPIRATION

PROFICIENCY BONUS: +2

ABILITY SAVE DC

SPEED: 30 ft. (Walking)

Max HP	Current HP	Temp HP
11		--

HIT POINTS

Total 1d8

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

=== 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 13). 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.

ACTIONS

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

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+4	1d8+2 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+4	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dagger	+4	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Eldritch Blast	+5	1d10 Force	V/S
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Warlock 1 [The Undying]		
RACE	**BACKGROUND**	**EXPERIENCE POINTS**
Verdan	Urchin	

=== 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 13, Spell Attack +5). 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 13). 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

=== 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.

* 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:

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	0

WEIGHT CARRIED	87 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Studded Leather	1	13 lb.
Dagger	1	1 lb.
Dagger	1	1 lb.
Crossbow, Light	1	5 lb.
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.
Flask or Tankard	1	1 lb.
Hammer	1	3 lb.
Mess Kit	1	1 lb.
Piton	10	2.5 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.

NAME	QTY	WEIGHT
Soap	1	--
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Disguise Kit	1	3 lb.
Thieves' Tools	1	1 lb.
Rod	1	2 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Utassi Birdcruncher

CHARACTER NAME

Female	45	Small	3' 2"	38
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	Kelemvor	Green	Yellow	Black
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	13	+5
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	+5	1A	120 ft.	V,S	Instantaneous	PHB 237	V/S
O	Prestidigitation	Warlock	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Spare the Dying	Among the Dead	--	1A	Touch	V,S	Instantaneous	PHB 277	V/S
	=== 1st LEVEL ===	1 Pact O							
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

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