Utassi Birdcruncher

CHARACTER NAME

Warlock 19 [The Undying]		
CLASS & LEVEL		PLAYER NAME
Verdan	Urchin	
RACE	BACKGROUND	EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+2 (14)
CONSTITUTION	+4 (19)
INTELLIGENCE	+0 (10)
WISDOM	+0 (10)
CHARISMA	+5 (20)

○	-1	Strength
○	+2	Dexterity
⊙	+10	Constitution
○	+0	Intelligence
⊙	+6	Wisdom
⊙	+11	Charisma

Saving Throw Modifiers

Advantage against disease
Advantage on CON to maintain your concentration on a spell
Advantage on WIS
Advantage on CHA

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
○	+0	Arcana	INT
○	-1	Athletics	STR
Ⓟ	+11	Deception	CHA
○	+0	History	INT
○	+0	Insight	WIS
Ⓟ	+11	Intimidation	CHA
○	+0	Investigation	INT
○	+0	Medicine	WIS
○	+0	Nature	INT
○	+0	Perception	WIS
○	+5	Performance	CHA
Ⓟ	+11	Persuasion	CHA
○	+0	Religion	INT
Ⓟ	+8	Sleight of Hand	DEX
Ⓟ	+8	Stealth	DEX
○	+0	Survival	WIS
○			
○			
○			

SKILLS

+2
INITIATIVE

ARMOR
17
CLASS

DEFENSES

INSPIRATION

+6
PROFICIENCY BONUS

ABILITY SAVE DC

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

SPEED

Max HP	Current HP	Temp HP
174		--

HIT POINTS

Total 19d8

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

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.

Indestructible Life • 1 / Short Rest
Once per short rest, you can use a bonus action to regain 1d8 +19 HP. Additionally, if you put a severed body part of yours back in place when you use this feature, the part reattaches.

=== 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

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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D&D BEYOND

Utassi Birdcruncher

CHARACTER NAME

Warlock 19 [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 19, Spell Attack +11). 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 19). 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 +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

| Shroud of Shadow • XGtE 57
You can cast invisibility at will, without expending a spell slot.

| 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

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	6
WEIGHT CARRIED	87.12 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Crossbow, Light, +2	1	5 lb.
Dagger, +2	1	1 lb.
Dragontooth Dagger	1	1 lb.
Bag of Holding	1	15 lb.
Broom of Flying	1	3 lb.
Cloak of Displacement	1	--
Cloak of the Manta Ray	1	--
Cube of Force	1	--
Decanter of Endless Water	1	2 lb.
Immovable Rod	1	--
Ring of Spell Storing	1	--
Potion of Healing (Superior)	2	1 lb.
Elixir of Health	1	--
Heward's Handy Haversack	1	5 lb.
Rod of the Pact Keeper, +2	1	--

NAME	QTY	WEIGHT
Pole of Collapsing	1	--
Barrier Tattoo (Rare)	1	--
Crossbow Bolts	40	3 lb.
Case, Crossbow Bolt	1	1 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.
Disguise Kit	1	3 lb.
Rations (1 day)	10	20 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Cube of Force	1	--
Rod of the Pact Keeper, +2	1	--
Barrier Tattoo (Rare)	1	--

EQUIPMENT

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Utassi Birdcruncher

CHARACTER NAME

Warlock 19 [The Undying]

CLASS & LEVEL

PLAYER NAME

Verdan

RACE

Urchin

BACKGROUND

EXPERIENCE POINTS

* Defy Death • SCAG
Once per long rest, you can regain 1d8 +4 HP when you succeed on a death saving throw or when you stabilize a creature with spare the dying.

| 1 / Long Rest • Special

* Undying Nature • SCAG
You age at a slower rate and can hold your breath indefinitely, and you don't require food, water, or sleep, although you still require rest to reduce exhaustion and still benefit from finishing short and long rests.

* 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.

* Indestructible Life • SCAG
Once per short rest, you can use a bonus action to regain 1d8 +19 HP. Additionally, if you put a severed body part of yours back in place when you use this feature, the part reattaches.

| 1 / Short Rest • 1 Bonus 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.

=== 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:

=== 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
Oil (flask)	1	1 lb.			
Pouch	1	1 lb.			
Powder of a Crushed Black Pearl (500 gp)	1	--			
Rope, Silk (50 feet)	1	5 lb.			
Thieves' Tools	1	1 lb.			
Tinderbox	1	1 lb.			
Undead Eyeball Encased in a Gem (150 gp)	1	--			
Waterskin	1	5 lb.			

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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D&D BEYOND

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
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 21 / +13	1A	120 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
O	Invisibility <C>	Eldritch Invocations	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	D: 1h, V/S/M
	=== 3rd LEVEL ===								
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
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
O	Tongues	Warlock	--	1A	Touch	V,M	1 hour	PHB 283	D: 1h, V/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	Death Ward	Warlock	--	1A	Touch	V,S	8 hours	PHB 230	D: 8h, 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	Contagion	Warlock	CON 21 / +13	1A	Touch	V,S	7 days	PHB 227	D: 7d, V/S
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	Circle of Death	Mystic Arcanum (6th level)	CON 21	1A	150 ft./60 ft. Sphere	V,S,M	Instantaneous	PHB 221	1/LR, 60 ft. Sphere, V/S/M
	=== 7th LEVEL ===								
O	Finger of Death	Mystic Arcanum (7th level)	CON 21	1A	60 ft.	V,S	Instantaneous	PHB 241	1/LR, V/S
	=== 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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