D&D BEYOND

Wox Darkblade

CHARACTER NAME

Warlock 14 [The Great Old One]

CLASS & LEVEL | PLAYER NAME

Changeling | Courtier

RACE | BACKGROUND | EXPERIENCE POINTS

STRENGTH	-1	8
DEXTERITY	+2	14
CONSTITUTION	+4	18
INTELLIGENCE	-1	8
WISDOM	+0	10
CHARISMA	+5	20

○	-1	Strength
○	+2	Dexterity
⊙	+9	Constitution
○	-1	Intelligence
⊙	+5	Wisdom
⊙	+10	Charisma

Saving Throw Modifiers

Advantage on CON to maintain your concentration on a spell

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
○	-1	Arcana	INT
○	-1	Athletics	STR
Ⓟ	+10	Deception	CHA
○	-1	History	INT
Ⓟ	+5	Insight	WIS
Ⓟ	+10	Intimidation	CHA
○	-1	Investigation	INT
○	+0	Medicine	WIS
○	-1	Nature	INT
Ⓟ	+5	Perception	WIS
Ⓟ	+10	Performance	CHA
Ⓟ	+10	Persuasion	CHA
○	-1	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+0	Survival	WIS
○			
○			
○			

SKILLS

+2

INITIATIVE

ARMOR

17

CLASS

Resistances - Psychic

DEFENSES

INSPIRATION

+5

PROFICIENCY BONUS

ABILITY SAVE DC

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

SPEED

Max HP	Current HP	Temp HP
129		--

HIT POINTS

Total 14d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Simple Weapons

=== LANGUAGES ===
Common, Draconic, Dwarvish, Elvish, Halfling

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.

=== REACTIONS ===
Eldritch Invocations: Rebuke of the Talisman
When the wearer of your talisman is hit by an attacker you can see within 30 ft. of you, you can use your reaction to deal 5 psychic damage to the attacker and push it up to 10 ft. away from the talisman's wearer.

Entropic Ward • 1 / Short Rest
Once per short rest, when a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If it misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn.

=== SPECIAL ===
Pact Boon: Pact of the Talisman • 5 / Long Rest
When the wearer of your Talisman fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit

ACTIONS

15	PASSIVE WISDOM (PERCEPTION)
15	PASSIVE WISDOM (INSIGHT)
9	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 120 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +2	+9	1d8+4 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger, +1	+8	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dagger, +1	+8	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Eldritch Blast	+12	1d10+5 Force	Count: 3, V/S
Unarmed Strike	+4	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

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CHARACTER NAME

Warlock 14 [The Great Old One]		
CLASS & LEVEL		PLAYER NAME
Changeling	Courtier	
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 Great Old One

* Pact Magic • PHB 107
You can cast known warlock spells using CHA as your spellcasting modifier (Spell DC 18, Spell Attack +10). You can use an arcane focus as a spellcasting focus.

* Expanded Spell List • PHB 110
Additional spells are added to the warlock spell list for you.

* Awakened Mind • PHB 110
You can telepathically speak to any creature you can see within 30 ft. of you if it understands at least one language.

* 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

| Rebuke of the Talisman • TCoE 71
When the wearer of your talisman is hit by an attacker you can see within 30 ft. of you, you can use your reaction to deal 5 psychic damage to the attacker and push it up to 10 ft. away from the talisman's wearer.

| Eldritch Invocations: Rebuke of the Talisman: 1 Reaction

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

| Pact of the Talisman • TCoE 70
When the wearer of your Talisman fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used 5 times, and all expended uses are restored when you finish a long rest.

| Pact Boon: Pact of the Talisman: 5 / Long Rest • Special

* 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

* Entropic Ward • PHB 110
Once per short rest, when a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If it misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn.

| 1 / Short Rest • 1 Reaction

* Thought Shield • PHB 110
Your thoughts can't be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

* 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.

* Create Thrall • PHB 110

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	1

WEIGHT CARRIED	69.02 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Dagger, +1	1	1 lb.
Dagger, +1	1	1 lb.
Crossbow, Light, +2	1	5 lb.
Broom of Flying	1	3 lb.
Cloak of the Manta Ray	1	--
Decanter of Endless Water	1	2 lb.
Immovable Rod	1	--
Potion of Healing (Greater)	4	2 lb.
Heward's Handy Haversack	1	5 lb.
Rod of the Pact Keeper, +2	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.

NAME	QTY	WEIGHT
Crowbar	1	5 lb.
Lantern, Bullseye	1	2 lb.
Mess Kit	1	1 lb.
Oil (flask)	1	1 lb.
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.

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

EQUIPMENT

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Wox Darkblade

CHARACTER NAME

Warlock 14 [The Great Old One]

CLASS & LEVEL

PLAYER NAME

Changeling

RACE

Courtier

BACKGROUND

EXPERIENCE POINTS

You can use your action to touch an incapacitated humanoid, and it is then charmed by you (and you can telepathically communicate with it on the same plane) until a remove curse spell is cast on it, the charmed condition is removed from it, or you use this feature again.

| 1 Action

=== CHANGELING RACIAL TRAITS ===

* Shapechanger • ERftLW
As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, sex, height and weight. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

| 1 Action

* Changeling Instincts • ERftLW
You gain proficiency with two of the following skills of your choice: Deception, Insight, Intimidation, and Persuasion.

* Languages • ERftLW
You can speak, read, and write Common and two other languages of your choice.

=== FEATS ===

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

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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CHARACTER NAME

Male	26	Medium	5' 7"	139
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Cyrrollalee	Gray	Black	None
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I always want to know how things work and what makes people tick.
I'm full of witty aphorisms and have a proverb for every occasion.

PERSONALITY TRAITS

Community. It is the duty of all civilized people to strengthen the bonds of community and the security

IDEALS

I owe my guild a great debt for forging me into the person I am today.

BONDS

No one must ever learn that I once stole money from guild coffers.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Warlock

SPELLCASTING CLASS

CHA	20	+12
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	Prestidigitation	Warlock	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Eldritch Blast	Warlock	+12	1A	300 ft.	V,S	Instantaneous	PHB 237	Count: 3, V/S
O	Toll the Dead	Warlock	WIS 20	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
	=== 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	Dissonant Whispers	Warlock	WIS 20	1A	60 ft.	V	Instantaneous	PHB 234	V
	=== 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	Dispel Magic	Warlock	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
	=== 4th LEVEL ===								
O	Banishment <C>	Warlock	CHA 20	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
O	Evard's Black Tentacles <C>	Warlock	DEX 20	1A	90 ft./20 ft. Square	V,S,M	Concentration, up to 1 minute	PHB 238	D: 1m, 20 ft. Square, V/S/M
	=== 5th LEVEL ===	3 Pact OOO							
O	Dominate Person <C>	Warlock	WIS 20	1A	60 ft.	V,S	Concentration, up to 1 minute	PHB 235	Ext. D: (See Description)*, D: 1m, V/S
O	Synaptic Static	Warlock	INT 20	1A	120 ft./20 ft. Sphere	V,S	Instantaneous	XGtE 167	20 ft. Sphere, V/S
O	Enervation <C>	Warlock	DEX 20	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 20	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 20	1A	100 ft.	V,S,M	1 hour	PHB 243	1/LR, D: 1h, V/S/M

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