

Gromble Farsycthe

CHARACTER NAME

Warlock (1)

CLASS & LEVEL

Gnome/Rock Gnome

RACE

bullied

BACKGROUND

Chaotic Good

ALIGNMENT

Leo

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-3

5

DEXTERITY

-3

4

CONSTITUTION

+4

19

INTELLIGENCE

-1

8

WISDOM

+1

12

CHARISMA

+4

19

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -3 Strength
- ☐ -3 Dexterity
- ☐ +4 Constitution
- ☐ -1 Intelligence
- ☒ +3 Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☐ -3 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +1 Arcana (Int)
- ☐ -3 Athletics (Str)
- ☐ +4 Deception (Cha)
- ☒ +1 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +4 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ +1 Perception (Wis)
- ☒ +6 Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ -3 Sleight of Hand (Dex)
- ☐ -3 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

8

ARMOR CLASS

-3

INITIATIVE

25

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Very protective of those who are weaker or different being made fun of by those consisting of the majority (doesn't like people getting ridiculed for who they are)
developed an almost psychotic need to gain more power to protect the weak, will gladly take power if it means hurting a few people, as long as that power will help the weak later on.

PERSONALITY TRAITS

the needs of the many outweigh the needs of the few, ultimately making a pact with an evil entity or using less than heroic means

IDEALS

despite believing that the needs of the many outweigh the few Gromble's bonds with his mother Grimble Farsycthe are strong enough that he would sacrifice anything for her, even the lives of the majority.

BONDS

often very willing to take drastic steps to achieve what he sees as good, this can lead him down a dark and dangerous path.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

-1

1d4 - 3 piercing

Club

-1

1d4 - 3 bludgeoning

Crossbow, light

-1

1d8 - 3 piercing

- Javelin. -1, 1d6 - 3 piercing

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Tinker's Tools

Weapon Proficiencies: Simple

Armor Proficiencies: Light

Language Proficiencies: Common; Dwarvish; Gnomish; Goblin

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Pouch (1); Clothes, common (1); Crystal (1); Leather (1); Knife, Small (1); Book (1); Incense (5); Vestments (1); Ink pen (1); Bag of Sand (1); Parchment (10); Backpack (1); Ink (1)

EQUIPMENT

Darkvision: 60 ft.

(additional features & traits on last page)

FEATURES & TRAITS



Gromble Farsytche

CHARACTER NAME

34

AGE

blue

EYES

5'5

HEIGHT

pale white

SKIN

150 lbs

WEIGHT

black

HAIR



CHARACTER APPEARANCE

NAME

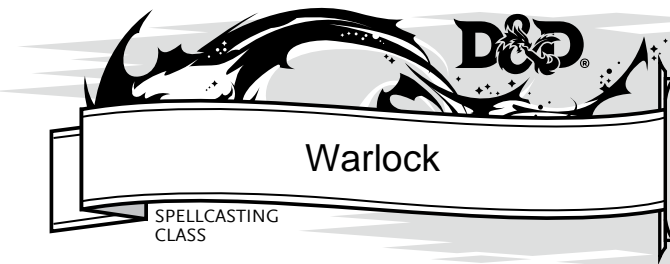
SYMBOL

ALLIES & ORGANIZATIONS

Gnomble came from a small gnome village consisting mainly of rock gnomes, there he was bullied since he was a child for being freakishly tall for a gnome (although still a little shorter than average for a human) because of this he developed a complex about protecting the weak and set out as an adventurer on a quest to protect any who are in need (although secretly he also wishes for to gain as much power as possible, through any means so he can save people more effectively). the only person who ever showed him kindness as a child was his mother Grimble Farsyth.

TREASURE

CHARACTER BACKSTORY



Warlock

Charisma
SPELLCASTING
ABILITY

14
SPELL SAVE DC

+6
SPELL ATTACK
BONUS

0 CANTRIPS

Eldritch Blast
Minor Illusion

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED
1 1

- PREPARED SPELL NAME
- ☐ Hellish Rebuke
 - ☐ Unseen Servant
 - ☐
 - ☐
 - ☐
 - ☐
 - ☐
 - ☐
 - ☐
 - ☐
 - ☐
 - ☐
 - ☐
 - ☐
 - ☐

2

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

3

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

4

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

5

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

6

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

7

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

8

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

9

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

SPILLS KNOWN






















-----Other Traits-----

Artificer's Lore. Add 2X prof bonus on magical, alchemical, or technological item-related history checks.

Dark One's Blessing. Gain 5 temp HPs when you reduce a hostile creature to 0 HPs.

Gnome Cunning. Advantage on INT, WIS, and CHA saves against magic.

Tinker. Construct tiny clockwork devices.

<div>Evocation cantrip</div> <div>MORCPUB</div> <div>Eldritch Blast</div> <div>1 act. 120 ft V, S Inst</div> <div>A beam of crackling energy streak toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.</div> <div>Warlock DC 14 Mod +6</div>	<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Hellish Rebuke</div> <div>1 react. 60 ft V, S Inst</div> <div>You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increase by 1d10 for each slot level above 1st.</div> <div>Warlock DC 14 Mod +6</div>	<div>Illusion cantrip</div> <div>MORCPUB</div> <div>Minor Illusion</div> <div>1 act. 30 ft S, M 1 min</div> <div>You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save</div> <div>Warlock DC 14 Mod +6</div> <div></div>
<div>Level-1 conjuration</div> <div>MORCPUB</div> <div>Unseen Servant</div> <div>1 act. 60 ft V, S, M 1 hr</div> <div>This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.</div> <div>Warlock DC 14 Mod +6</div>		

Minor Illusion (*reverse*)

DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.
