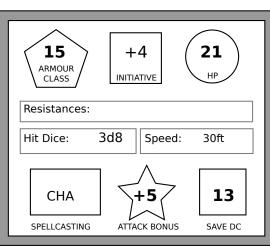


PROFICIENCY BONUS: +2 PASSIVE PERCEPTION: 13 o +3 Athletics SAVING +3 -2 THROW STRENGTH 6 BASE Acrobatics SAVING -1 +4 o -1 Slight of Hand THROW o -1 Stealth DEXTERITY 18 BASE SAVING +3 +1THROW CON 13 BASE ● -1 Arcana SAVING -1 +1o -1 History THROW • +1 Investigation INTEL. 13 o -1 Nature BASE o -1 Religion o +3 Animal Handling SAVING +5 • +5 Insight +1THROW o +5 Medicine WISDOM 13 o +3 Perception BASE



Kobold

RACE

Warlock: 3

CLASS & LEVEL

WEAPONS: NAME/RANGE ATK BONUS DAMAGE/TYPE Light crossbow +6 1d6+4 piercing 20/60 Dagger +6 1d4+4 piercing melee or 20/60

SPECIAL ABILITIES:

Darkvision (60ft)

Magic Toymaker

BACKGROUND

Guild membership:

Toymakers guild

Kobold Grovelling: (1/d)
Allies in 10ft have ADV if you spend turn grovelling

Pack tactics:

ADV if ally is within 5ft of target

Sunlight sensitivity:

DIS if anyone is in direct sunlight

TOOL PROFICIENCIES:

o +5 Survival

• -1 Deception

• -1 Persuasion

Intimidation

Performance

Toymakers tools

SAVING

THROW

+3

CHARISMA

+1

17

o -1

o -1

LANGUAGES:

Common, Draconic, Sylvan

WEAPON/ARMOUR PROFICIENCIES:

light armour, simple weapons

CHARACTER NOTES:

Bargain w/ patron

CANTRIPS:

Mage hand Minor illusion

LEVEL 2: SPELL SLOTS: 2 / SHORT REST

SPELLS KNOWN: 4

Charm person Sleep Witch bolt Phantasmal force

EQUIPMENT:

Minor health potion
Toymakers tools (arcane focus)
Letter of introduction
365gp
Leather armour
Wild honey
Light Crossbow
Dagger (*3)

Negotiator's badge Moorland pony Notebooks 1/5 sandwich Flawless clockwork frog blueprints Cape Chrysoberyl (100gp)