

Aloquin

CHARACTER NAME

Warlock 10

CLASS & LEVEL

Variant Human

SPECIES

Outlander

BACKGROUND

thekackler

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

18

+4

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

12

+1

CHARISMA

20

+5

- ☐ -1 Strength
- ☐ +4 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☒ +5 Wisdom
- ☒ +9 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☐ +4 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☒ +4 Arcana INT
- ☒ +3 Athletics STR
- ☐ +5 Deception CHA
- ☐ +0 History INT
- ☐ +1 Insight WIS
- ☒ +9 Intimidation CHA
- ☐ +0 Investigation INT
- ☐ +1 Medicine WIS
- ☐ +0 Nature INT
- ☒ +5 Perception WIS
- ☐ +5 Performance CHA
- ☐ +5 Persuasion CHA
- ☐ +0 Religion INT
- ☐ +4 Sleight of Hand DEX
- ☐ +4 Stealth DEX
- ☒ +5 Survival WIS

SKILLS

+14

INITIATIVE

ARMOR

17

CLASS

DEFENSES

HEROIC INSPIRATION

+4

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

73

--

HIT POINTS

Total 10d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Light Armor

=== WEAPONS ===

Simple Weapons

=== TOOLS ===

Flute

=== LANGUAGES ===

Common, Elvish, Primordial

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

Turn the Defiled • 1 / Short Rest

=== REACTIONS ===

Gravekeeper's Ward • 4 / Long Rest

Soul Sanctuary • 5 / Long Rest

When an ally within 30 feet of you is reduced to 0

hit points but not killed outright, you may use your [reaction]reaction[/reaction] to:

Instantly stabilize them at 1 hit point, and

Grant them resistance to all damage until the start of their next turn.

=== SPECIAL ===

Metamagic - Distant Spell

When you cast a spell that has a range of 5 ft. or greater, you can spend 1 sorcery point to double the range of the spell (or make the range 30 ft. for a spell with a range of touch).

Metamagic - Quickened Spell

ACTIONS

15

PASSIVE PERCEPTION

11

PASSIVE INSIGHT

10

PASSIVE INVESTIGATION

Darkvision 120 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+8

1d4+4 Piercing

Simple, Finesse, Light, Thrown, Nick, Range (20/60)

Quarterstaff

+3

1d6-1 Bludgeoning

Simple, Versatile, Topples

Scythe

+8

1d10+4 Slashing

Martial, Heavy, Reach, Two-Handed, Cleave, Finesse, Light

Spear

+3

1d6-1 Piercing

Simple, Thrown, Versatile, Sap, Range (20/60)

Chill Touch

+10

2d8 Necrotic

D: 1Rnd, V/S


Eldritch Blast

+10

1d10+5 Force

Count: 2, V/S

WEAPON ATTACKS & CANTRIPS



Aloquin

CHARACTER NAME

Warlock 10	thekackler	
CLASS & LEVEL	PLAYER NAME	
Variant Human	Outlander	(Milestone)
SPECIES	BACKGROUND	EXPERIENCE POINTS

WARLOCK FEATURES

*** Hit Points • PHB 106**

*** Proficiencies • PHB 107**

*** Otherworldly Patron • PHB 107**
You have struck a bargain with an otherworldly being.

| The Deathwarden

*** Pact Magic • PHB 107**
You can cast known warlock spells using CHA as your spellcasting modifier (Spell DC 17, Spell Attack +9). You can use an arcane focus as a spellcasting focus.

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

*** Death's Tools •**
You gain proficiency with scythes and shovels. These are treated as martial weapons for you.

*** Gravekeeper's Ward •**
When a creature within 30 feet casts a necromancy spell or manipulates vitality, you can use your reaction impose disadvantage on the attack roll or force a Wisdom save (DC 17) to negate it. Usable 4 times per long rest.

| 4 / Long Rest • 1 Reaction

*** Sentinel of the Veil •**
When you roll for initiative, you gain 18 temporary HP. You gain a 5 bonus to your initiative rolls. You gain a bonus of 5 bonus to your Armor Class for the first round of combat.

*** 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.

| Armor of Shadows • PHB 110
You can cast mage armor on yourself at will, without expending a spell slot or material components.

| Devil's Sight • PHB 110
You can see normally in darkness, both magical and nonmagical, to a distance of 120 ft.

| Grasp of Hadar • XGtE 57
Once on each of your turns when you hit a creature with your eldritch blast, you can move that creature in a straight line 10 feet closer to you.

| Repelling Blast • PHB
When you hit a creature with eldritch blast, you can push the creature up to 10 feet away from you in a straight line.

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

| Pact of the Blade • PHB
As an action, you can create a pact weapon in your hand (you choose the form, you're proficient with it, and it counts as magical). You can also transform a magic weapon into your pact weapon by performing a special ritual.

| Create Pact Weapon: 1 Action

*** Ability Score Improvement • PHB 108**

*** Defender of Souls •**
When an ally within 30 ft. drops to 0 HP, you can

stabilize them at 1 HP and grant resistance to all damage until the start of their next turn. Each creature can only benefit once per long rest. Usable 5 times per long rest.

You emit an aura with a 10-foot radius. Hostile undead that enter this aura must succeed on a Wisdom saving throw DC 17 or be unable to move closer to you until the start of their next turn.

| Soul Sanctuary: 5 / Long Rest • 1 Reaction

*** Keeper of Balance •**
Turn the Defiled:
Undead within 30 ft. must make a Wisdom saving throw DC 17 or be turned for 1 minute. While turned the creature must:
Spend it's turn trying to move as far away from you as it can
Cannot willingly move to a space within 30 feet of you
Can't take reactions
Can only Dash or take actions to escape (e.g., Disengage)

Turn ends early if the creature takes any damage.

Soul Chain:
When you cast counterspell or dispel magic on necromancy spells, gain advantage and deal psychic 10 damage to the spell caster.

| Turn the Defiled: 1 / Short Rest • 1 Action

*** Well of Souls •**
As an action, unleash the power of passing souls. Expend one or more spell slots. Choose a point within 60 feet and any number of creatures within 10 feet (+5 feet per extra spell slot expended beyond the first) that you choose to be affected. Select one of the following effects:

CP

0

SP

0

EP

0

GP

95

PP

0

WEIGHT CARRIED

120.9 lb.

ENCUMBERED

120 lb.

PUSH/DRAG/LIFT

240 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
The Obsidian Shard	1	--	Piton	10	2.5 lb.
Scythe	1	6 lb.	Rations (1 day)	10	20 lb.
Leather	1	10 lb.	Rope, Hempen (50 feet)	1	10 lb.
Dagger	1	1 lb.	Tinderbox	1	1 lb.
Quarterstaff	1	4 lb.	Torch	10	10 lb.
Spear	1	3 lb.	Waterskin	1	5 lb.
Backpack	1	5 lb.			
Clothes, Traveler's	1	4 lb.			
Hunting Trap	1	25 lb.			
Potion of Healing	1	0.5 lb.			
Pouch	1	1 lb.			
Rod	1	2 lb.			
Amulet	1	1 lb.			
Crowbar	1	5 lb.			
Hammer	1	3 lb.			

ATTUNED MAGIC ITEMS

	QTY	WEIGHT
The Obsidian Shard	1	--

Aloquin

CHARACTER NAME

Warlock 10

CLASS & LEVEL

thekackler

PLAYER NAME

Variant Human

SPECIES

Outlander

BACKGROUND

(Milestone)

EXPERIENCE POINTS

Damage: 1d6 (+ 1d6 per extra spell slot expended beyond the first). Choose radiant, cold, or necrotic damage.

Frighten: Targets must make a Charisma saving throw DC 17 (+ 1 per extra spell slot expended beyond the first), or be frightened of you for 1 minute. They may make additional saves at the end of each turn, ending the effect on a success.

Intimidate: Gain advantage on intimidate checks against selected targets.

Grasp of the Deathwarden: instead of any of the above, select one creature within 60 feet. It must make a Strength saving throw DC 17 or become restrained.

While restrained:

It cannot teleport or turn invisible

Takes 1d8+(5+4) radiant, necrotic, or cold damage at the start of each turn.

Can use an action to repeat the save and end the effect on a success

| 1 Action

=== VARIANT HUMAN SPECIES TRAITS ===

* Languages • BR

* Ability Score Increase • BR 31

Two different ability scores of your choice increase by 1.

* Proficiencies • BR

* Feat • BR 31

You gain one feat of your choice.

=== FEATS ===

* Metamagic Adept • TCoE 80

| Distant Spell • PHB

When you cast a spell that has a range of 5 ft. or greater, you can spend 1 sorcery point to double the range of the spell (or make the range 30 ft. for a spell with a range of touch).

| Quickened Spell • PHB

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

| Sorcery Points (Metamagic Adept): 2 / Long Rest • Special

| Metamagic - Distant Spell: Special

| Metamagic - Quickened Spell: Special

* Alert • PHB 165

You gain a +5 bonus to initiative, you can't be surprised while you are conscious, and other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

* Spell Sniper • 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 a chosen spell list. Your spellcasting ability for this cantrip depends on the spell list you chose from.

| Intelligence - Wizard •

Your spellcasting ability for this cantrip is Intelligence.

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



Aloquin

CHARACTER NAME

M	50	Medium	6'2	250
GENDER	AGE	SIZE	HEIGHT	WEIGHT
		tan	Green	bald
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Early Life

Aloquin Velshire grew up in the serene village of Vensborough, nestled in the rolling meadows on the outskirts of a distant kingdom. The village, though small, was tightly knit. Aloquin's family taught him the value of community early on. His parents, Maroen and Ellara Velshire, worked tirelessly to uphold the village traditions, while his maternal grandparents, Torric and Ysenna Thornbrooke, shared wisdom from their many years.

Aloquin had two siblings who shared his days of adventure: his elder sister Liraen and younger brother Casrin. The Velshire children were raised to believe that family extended beyond blood ties. To Aloquin, the villagers were an extended family—a network of care and mutual responsibility, even when disagreements arose.

The Village and Its End

Life in Vensborough was idyllic. The days were filled with laughter, hard work, and simple joys. Aloquin often ventured into the nearby forest to gather firewood or hunt small game. One fateful day, however, would change his life forever. While he was deep in the woods gathering kindling, a chill swept through the air. Unbeknownst to him, a necromantic force struck the village.

When Aloquin returned, he found only devastation. The once-lively streets were filled with the ashen remains of his neighbors, and an unnatural fog clung to the ground. Worse still, the spirits of the villagers were trapped, reliving the terror of their final moments in an unending cycle. His parents, siblings, and even his grandparents were among the haunted shades. The horror of their screams echoed in his mind.

The Deathwarden's Pact

As Aloquin stood amidst the ruins, paralyzed by grief and guilt, a figure emerged from the shadows—the Deathwarden. Appearing as a towering jackal-headed figure cloaked in flowing darkness, the patron spoke with a voice that resonated with solemn authority.

"Aloquin Velshire," the Deathwarden intoned, "your

CHARACTER BACKSTORY

ADDITIONAL NOTES

Warlock

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

17

SPELL SAVE DC

+10

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===		(At Will)						
<input type="radio"/> Eldritch Blast	Warlock	+10	1A	240 ft.	V,S	Instantaneous	PHB 237	Count: 2, V/S
<input type="radio"/> Mage Hand	Warlock	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
<input type="radio"/> Prestidigitation	Warlock	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
<input type="radio"/> Chill Touch	Warlock	+10	1A	240 ft.	V,S	1 round	PHB 221	D: 1Rnd, V/S
<input type="radio"/> Fire Bolt	Spell Sniper	+5	1A	240 ft.	V,S	Instantaneous	PHB 242	V/S
=== 1st LEVEL ===								
<input type="radio"/> Bane	Warlock	CHA 17	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 245	D: 1m, V/S/M
<input type="radio"/> Hex	Warlock	--	1BA	90 ft.	V,S,M	Concentration, up to 1 hour	PHB 251	D: 1h, V/S/M
<input type="radio"/> Mage Armor	Eldritch Invocations	--	1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, V/S/M
=== 2nd LEVEL ===								
<input type="radio"/> Misty Step	Warlock	--	1BA	Self	V	Instantaneous	PHB 260	V
<input type="radio"/> Darkness	Warlock	--	1A	60 ft./15 ft. Sphere	V,M	Concentration, up to 10 minutes	PHB 230	D: 10m, 15 ft. Sphere, V/M
=== 3rd LEVEL ===								
<input type="radio"/> Counterspell	Warlock	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
<input type="radio"/> Spirit Guardians	Warlock	WIS 17	1A	Self/15 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 278	D: 10m, 15 ft. Sphere, V/S/M
=== 4th LEVEL ===								
<input type="radio"/> Dimension Door	Warlock	--	1A	500 ft.	V	Instantaneous	PHB 233	V
<input type="radio"/> Sickening Radiance	Warlock	CON 17	1A	120 ft./30 ft. Sphere	V,S	Concentration, up to 10 minutes	XGtE 164	D: 10m, 30 ft. Sphere, V/S
=== 5th LEVEL ===		2 Pact OO						
<input type="radio"/> Hallow	Warlock	CHA 17	24h	Touch/60 ft. Sphere	V,S,M	Until dispelled	PHB 249	D: Until Dispelled, 60 ft. Sphere, V/S/M
<input type="radio"/> Wall of Light	Warlock	CON 17 / +10	1A	240 ft.	V,S,M	Concentration, up to 10 minutes	XGtE 170	D: 10m, V/S/M

SPELLS