

Lilith

CHARACTER NAME

Warlock

CLASS & LEVEL

Tiefling

RACE

Criminal

BACKGROUND

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

15

DEXTERITY

12

CONSTITUTION

15

INTELLIGENCE

14

WISDOM

16

CHARISMA

10

INSPIRATION

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

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

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum **23**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

- Darkvision: Can see in darkness up to 60 feet, but only in grayscale.
- Hellish Resistance: Resistance to fire damage.

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



: Warlock

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

:10

SPELL SAVE DC

:2

SPELL ATTACK
BONUS

0

CANTRIPS

Cantrips:

~~Magical Resistance~~
Misty Magic: A beam of crackling energy strikes a creature, dealing 1d10 force damage on a hit.

Spells:

~~Shield~~
Armor of Agathys: Neznámé kouzlo.

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

SPILLS KNOWN

3

6

7

8

9

4

5