

Amafrey

CHARACTER NAME

Half-elf
RACE

Acolyte
BACKGROUND

Neutral Good
ALIGNMENT

EXPERIENCE POINTS



WARLOCK

Great Old One Gosa

PATRON

+2 PROFICIENCY

PASSIVE
PERCEPTION

INSPIRATION

PASSIVE
INSIGHT

STRENGTH

8

-1

◇ — SAVING THROWS
○ — ATHLETICS

DEXTERITY

12

+1

◇ — SAVING THROWS
○ — ACROBATICS
○ — SLEIGHT OF HAND
○ — STEALTH

CONSTITUTION

14

+2

◇ — SAVING THROWS

INTELLIGENCE

16

+3

◇ — SAVING THROWS
○ — ARCANA
○ — HISTORY
○ — INVESTIGATION
○ — NATURE
○ — RELIGION

WISDOM

8

-1

◇ — SAVING THROWS
○ — ANIMAL HANDLING
○ — INSIGHT
○ — MEDICINE
○ — PERCEPTION
○ — SURVIVAL

CHARISMA

18

+4

◇ — SAVING THROWS
○ — DECEPTION
○ — INTIMIDATION
○ — PERFORMANCE
○ — PERSUASION

RACIAL TRAITS

Darkvision: 60ft dim light as if bright, darkness as if dim

Fey Ancestry: Advantage vs charm, cannot be magically put to sleep

PROFICIENCIES

LIGHT ARMOUR
SIMPLE WEAPONS
MEDIUM ARMOUR
MARTIAL WEAPONS
HEAVY ARMOUR
SHIELDS

LANGUAGES

Common, Elvish, Dwarvish, Goblin, Abyssal

TOOLS & OTHER PROFICIENCIES
An acolyte's pack (Holy symbol of Lathander, Prayer book, 5 sticks of incense, white robe, common clothes, and 15gp), writing tools, component pouch, book of shadows, arcane focus, and a dagger.

AC
11

INITIATIVE
+1

SPEED
30ft

31

Hit Point
Maximum

Temporary
Hit Points

HIT DICE

Used

Total

4

d8

DEATH SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

SPELL
ATTACK BONUS

6

SPELL
SAVE DC

14

SPELL SLOTS

Used

Total

2

Level

FAVOURITE SPELLS

NAME

RANGE

CASTING TIME

SAVE

CANTRIPS & SPELLS KNOWN

Level (R)	C	○ Eldritch Blast	C	○ Guidance
	C	○ Minor Illusion	C	○ Thaumaturgy
	C	○ Create Bonfire	C	○ Spare the Dying
1	○	Hex	1	● Detect Magic
2	○	Misty Step	1	● Find Familiar (Ritual)
2	○	Mirror Image		○
2	○	Hold Person		○
2	○	Spider Climb		○
	○			○
	○			○
	○			○
	○			○
	○			○
	○			○
	○			○
	○			○
	○			○
	○			○

OTHERWORLDLY PATRON FEATURE

Awakened Mind: Can telepathically communicate with any creature within 30ft that speaks at least 1 language

PACT BOON

Pact of the Tome: Gain three cantrips from any class. As long as your book of shadows is on your person, you can cast them as your own.

OTHERWORLDLY PATRON FEATURE

OTHERWORLDLY PATRON FEATURE

MYSTIC ARCANUM

Gained Level Used Spell

11th	6th	○	
13th	7th	○	
15th	8th	○	
17th	9th	○	

OTHERWORLDLY PATRON FEATURE

ELDRITCH MASTER

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

ELDRITCH INVOCATIONS

Agonizing Blast: Add Charisma modifier to each Eldritch Blast.

Book of Ancient Secrets: Can cast any known warlock spell as a ritual. Can inscribe any found rituals under certain level into book of shadows and cast them. Can cast 2 extra 1st level Spells from any class as rituals.