Amafrey

CHARACTER NAME

Half-elf — RACE

Acoolyte — BACKGROUND

Neutral Good — ALIGNMENT

EXPERIENCE POINTS

WARLOCK

Great Old One Gosa

PATRON

+2 PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

AC 11

INITIATIVE +1

SPEED 30ft

24 Hit Point Maximum

Temporary Hit Points

HIT DICE — Used / Total 3 — d8

DEATH SAVES — SUCCESSES / FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS 5

SPELL SAVE DC 13

SPELL SLOTS — Used / Total 2 — 2 Level

STRENGTH 8 (-1)

- SAVING THROWS
- ATHLETICS

DEXTERITY 12 (+1)

- SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

CONSTITUTION 14 (+2)

- SAVING THROWS

INTELLIGENCE 15 (+2)

- SAVING THROWS
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM 8 (-1)

- SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA 17 (+3)

- SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE

CANTRIPS & SPELLS KNOWN

Level	R		Level	R	
C	○	Eldritch Blast	C	○	Guidance
C	○	Minor Illusion	C	○	Thaumaturgy
1	○	Hex	C	○	Shape Water
2	○	Misty Step	1	●	Detect Magic
2	○	Mirror Image	1	●	Find Familiar (Ritual)
2	○	Hold Person		○	

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.

OTHERWORLDLY PATRON FEATURE — LEVEL 1

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

PACT BOON — LEVEL 3

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 — LEVEL 6

OTHERWORLDLY PATRON FEATURE — LEVEL 10

MYSTIC ARCANUM — LEVEL 11

Gained	Level	Used	Spell
11th	6th	○	
13th	7th	○	
15th	8th	○	
17th	9th	○	

OTHERWORLDLY PATRON FEATURE — LEVEL 14

ELDRITCH MASTER — LEVEL 20

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 — KNOWN

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.