

Tia Carlson

Player Name

Dragonborn (Copper) / Humanoid

RACE

None

Region

5' 11" / 200 lbs.

HEIGHT / WEIGHT

Alignment

VISION

Copper, Trio of
horns in middle,
two main horns
on the side

Teal

AGE

EYES

Points

WIS	15	+2	15	+2			Encumbrance	Light	TOTAL SKILLPOINTS:	SKILLS	MAX RANKS:
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Performance	CHA	3	3	+
...

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
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NAME	UNIT	TYPE	SIZE	CRITICAL	REACH
...

NAME	UNIT	TYPE	SIZE	CRITICAL	REACH
...

*: weaver is equipped

*: weapon is equipped

1H-P: One handed, in primary hand. **1H-O:** One handed, in off hand. **2H:** Two handed. **2W-P-(OH):** 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL):** 2 weapons, primary hand (off hand weapon is light). **2W-OH:** 2 weapons, off hand.

Passive Perception is 12

EQUIPMENT					
ITEM			LOCATION	QTY	WT / COST
Backpack			Carried	1	5 / 2
Belt Pouch			Carried	1	1 / 0.5
Clothes, Common			Carried	1	3 / 0.5
Component pouch			Carried	1	2 / 25
Crowbar			Carried	1	5 / 2
Dagger			Carried	2	1 (2) / 2 (4)
LongRange: 60, RangeLongMult: 3, ShortRange: 20					
Hammer			Carried	1	3 / 1
Holy Symbol (Reliquary)			Carried	1	2 / 5
Leather			Carried	1	10 / 10
Piton			Carried	10	0.2 (2.5) / 0.1 (0.5)
Prayer Book			Carried	1	0 / 0
Rations (1 day)			Carried	10	2 (20) / 0.5 (5)
Rope, hempen (50 feet)			Carried	1	10 / 1
Sickle			Carried	1	2 / 1
Stick of Incense			Carried	5	0 (0) / 0 (0)
Tinderbox			Carried	1	1 / 0.5
Torch			Carried	10	1 (10) / 0 (0.1)
Vestments			Carried	1	0 / 0
Waterskin			Carried	1	5 / 0.2
TOTAL WEIGHT CARRIED/VALUE			83.8 lbs.	58.3gp	
WEIGHT ALLOWANCE					
Light 150		Medium 150		Heavy 150	
Lift over head 150		Lift off ground 300		Push / Drag 300	
MONEY					
Coin (Gold): 15[Carried]					
Total= 15 gp [Unspent Funds = 89.5 gp]					
MAGIC					
Languages					
Common, Draconic, Gnomish, Goblin					
Other Companions					

Class Features

Feature: Shelter of the Faithful

[Wizards of the Coast - Player's Handbook]

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Otherworldly Patron

[Wizards of the Coast - Player's Handbook, p.107]

At 1st level, you have struck a bargain with an otherworldly being of your choice: the Archfey, the Fiend, or the Great Old One, each of which is detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

The Hexblade

[Wizards of the Coast - Xanathar's Guide To Everything, p.55]

You have made your pact with a mysterious entity from the Shadowfell—a force that manifests in sentient magic weapons carved from the stuff of shadow. The mighty sword Blackrazor is the most notable of these weapons, which have been spread across the multiverse over the ages. The shadowy force behind these weapons can offer power to warlocks who form pacts with it. Many hexblade warlocks create weapons that emulate those formed in the Shadowfell. Others forgo such arms, content to weave the dark magic of that plane into their spellcasting. Because the Raven Queen is known to have forged the first of these weapons, many sages speculate that she and the force are one and that the weapons, along with hexblade warlocks, are tools she uses to manipulate events on the Material Plane to her inscrutable ends.

EXPANDED SPELL LIST

[Wizards of the Coast - Xanathar's Guide To Everything, p.55]

The Hexblade lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you. 1st Shield, Wrathful Smite, 2nd Blur, Branding Smite, 3rd Blink, Elemental Weapon, 4th Phantasmal Killer, Staggering Smite, 5th Banishing Smite, Cone of Cold

HEXBLADE'S CURSE

[Wizards of the Coast - Xanathar's Guide To Everything, p.55]

Starting at 1st level, you gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits: - You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus. - Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20. . If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point). You can't use this feature again until you finish a short or long rest.

HEX WARRIOR

[Wizards of the Coast - Xanathar's Guide To Everything, p.55]

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons. The influence of your patron also allows you to mystically channel your will through a particular weapon. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.

Pact Magic

[Wizards of the Coast - Player's Handbook, p.107]

Your arcane research and the magic bestowed on you by your patron have given you facility with spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the warlock spell list. Spell save DC 13; Spell attack modifier +5

Pact of the Blade

[Wizards of the Coast - Player's Handbook, p.107]

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see chapter 5 for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Cantrips

[Wizards of the Coast - Player's Handbook, p.107]

You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

Spell Slots

[Wizards of the Coast - Player's Handbook, p.107]

The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell thunderwave, you must spend one of those slots, and you cast it as a 3rd-level spell. Slot Level: 2, spell slots 2

Spellcasting Focus

[Wizards of the Coast - Player's Handbook, p.107]

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your warlock spells.

Eldritch Invocations

[Wizards of the Coast - Player's Handbook, p.107]

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table. Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Beast Speech

[Wizards of the Coast - Player's Handbook, p.110]

You can cast speak with animals at will, without expending a spell slot.

Eyes of the Rune Keeper

[Wizards of the Coast - Player's Handbook, p.111]

You can read all writing.

Pact Boon	[Wizards of the Coast - Player's Handbook, p.107]
At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.	
Ability Score Improvement	[Wizards of the Coast - Player's Handbook, p.108]
When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.	
Special Qualities	
Ability Score Increase	[Wizards of the Coast - Player's Handbook, p.36]
Your Strength score increases by 2, and your Charisma score increases by 1.	
Breath Weapon	[Wizards of the Coast - Player's Handbook, p.36]
You can use your action to exhale destructive energy. 5 by 30 ft. line (Dex. save) Acid. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw. The DC for this saving throw equals 11. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. After you use your breath weapon, you can't use it again until you complete a short or long rest.	
Damage Resistance	[Wizards of the Coast - Player's Handbook, p.36]
You have resistance to the damage type associated with your draconic ancestry. Acid.	
Draconic Ancestry	[Wizards of the Coast - Player's Handbook, p.36]
You have draconic ancestry. Copper. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.	
Languages	[Wizards of the Coast - Player's Handbook, p.36]
You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.	
Acolyte Bond ~ 1	[Wizards of the Coast - Player's Handbook]
I would die to recover an ancient relic of my faith that was lost long ago.	
Acolyte Flaw ~ 5	[Wizards of the Coast - Player's Handbook]
I am suspicious of strangers and expect the worst of them.	
Acolyte Ideal ~ 6	[Wizards of the Coast - Player's Handbook]
Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings. (Any)	
Acolyte Personality Trait ~ 1	[Wizards of the Coast - Player's Handbook]
I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.	
Acolyte Personality Trait ~ 5	[Wizards of the Coast - Player's Handbook]
I quote (or misquote) sacred texts and proverbs in almost every situation.	
Feature: Shelter of the Faithful	[Wizards of the Coast - Player's Handbook]
As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.	
Acolyte	[Wizards of the Coast - Player's Handbook]
Equipment: A holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch containing 15 gp Gain Insight & Religion as class skills	
Otherworldly Patron	[Wizards of the Coast - Player's Handbook, p.107]
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You can cast speak with animals at will, without expending a spell slot.

Eyes of the Rune Keeper [Wizards of the Coast - Player's Handbook, p.111]

You can read all writing.

Pact Boon [Wizards of the Coast - Player's Handbook, p.107]

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

Ability Score Improvement [Wizards of the Coast - Player's Handbook, p.108]

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Feats

Lucky [Wizards of the Coast - Player's Handbook, p.167]

You have inexplicable luck that seems to kick in at just the right moment. You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. You regain your expended luck points when you finish a long rest.

Proficiencies

Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip

Warlock Cantrip Spell-like Abilities					
Name	School	Time	Duration	Range	Source
At Will Eldritch Blast	evocation	1 action	Instantaneous	120 feet	PH:p.237
[V, 5] TARGET: ; EFFECT: A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.					
At Will Thunderclap	evocation	1 action	Instantaneous	5 feet	XGtE:p.168
[5] TARGET: ; EFFECT: You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 thunder damage. The spell 's damage increases by 1d6 when you reach 5th level [2d6], 11th level [3d6], and 17th level [4d6]. [; DC: 13, Constitution]					
At Will Toll The Dead	necromancy	1 action	Instantaneous	60 feet	XGtE:p.169
[V, 8] TARGET: ; EFFECT: You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage. The spell 's damage increases by one die when you reach 5th level [2d8 or 2d12], 11th level [3d8 or 3d12], and 17th level [4d8 or 4d12].					
* =Domain/Specialty Spell					

Warlock Spell-like Abilities					
Name	School	Time	Duration	Range	Source
At Will Speak with Animals	divination (Ritual)	1 action	10 minutes	Self	PH:p.277
[V, 5] TARGET: ; EFFECT: You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.					
* =Domain/Specialty Spell					

Warlock Spells

LEVEL	0	1	2	3	4	5
KNOWN	3	1	4	—	—	—
PER DAY	at will	—	2	—	—	—

LEVEL 0 / Per Day:0 / Caster Level:					
Name	School	Time	Duration	Range	Source
□□□□ Eldritch Blast	evocation	1 action	Instantaneous	120 feet	PH:p.237
[V, 5] TARGET: ; EFFECT: A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.					
□□□□ Thunderclap	evocation	1 action	Instantaneous	5 feet	XGtE:p.168
[5] TARGET: ; EFFECT: You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 thunder damage. The spell 's damage increases by 1d6 when you reach 5th level [2d6], 11th level [3d6], and 17th level [4d6]. [; DC: 13, Constitution]					
□□□□ Toll The Dead	necromancy	1 action	Instantaneous	60 feet	XGtE:p.169
[V, 8] TARGET: ; EFFECT: You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage. The spell 's damage increases by one die when you reach 5th level [2d8 or 2d12], 11th level [3d8 or 3d12], and 17th level [4d8 or 4d12].					

LEVEL 1 / Per Day:0 / Caster Level:					
Name	School	Time	Duration	Range	Source
□□□□ Expeditious Retreat	transmutation	1 bonus action	Concentration, up to 10 minutes	Self	PH:p.238
[V, 5] TARGET: ; EFFECT: This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.					
□□□□ Hellish Rebuke	evocation	1 reaction, which you	Instantaneous	60 feet	PH:p.250ee
[V, 5] TARGET: ; EFFECT: You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st. [; DC: 13, Dexterity]					

LEVEL 2 / Per Day:2 / Caster Level:					
Name	School	Time	Duration	Range	Source
□□□□ Cloud of Daggers	Conjuration	1 action	Concentration, up to 1 minute	60 feet	PH:p.222
[V, 5, M (a sliver of glass)] TARGET: ; EFFECT: You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell 's area for the first time on a turn or starts its turn there. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.					
□□□□ Mind Spike	divination	1 action	Concentration, up to 1 hour	60 feet	XGtE:p.162
[8] TARGET: ; EFFECT: You reach into the mind of one creature you can see within range. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location until the spell ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.					
□□□□ Suggestion	enchantment	1 action	Concentration, up to 8 hours	30 feet	PH:p.279
[V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)] TARGET: ; EFFECT: You suggest a course of activity [limited to a sentence or two] and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell . The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed. If you or any of your companions damage the target, the spell ends. [; DC: 13, Wisdom]					
* =Domain/Specialty Spell					

Warlock Cantrip Spell-like Abilities	
At Will	Eldritch Blast
At Will	Thunderclap (DC:13)
At Will	Toll The Dead
Warlock Spell-like Abilities	

Bumrat, eater of bunnies

RACE	Dragonborn (Copper)
AGE	24
AGE	
GENDER	Female
VISION	
ALIGNMENT	Chaotic Good
DOMINANT HAND	Right
HEIGHT	5' 11"
WEIGHT	200 lbs.
EYE COLOUR	Teal
SKIN COLOUR	Copper
HAIR / HAIR STYLE	Copper, Trio of horns in middle, two main horns on the side
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	, "Excuse me sir, do you have a moment to talk about our Lady and Savior Hlal"
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	Anubis
DEITY	Humanoid
Race Type	
Race Sub Type	



Description: Biography:

Born of a copper dragon mother and a human father. After being birthed as an egg into the nest, a Molothrus Kenku replaced her egg with its (pea-sized in comparison) own when her mother went to go get her cheeks clapped by her human mans. Left on the floor to suffer an unknown demise, her egg was found by the sheeny-shiny loving Krurt, who unknowingly took her in. After keeping the egg for some time, he noticed cracks and fissures appearing in the "stone", something that had never happened before (how does someone fuck up and break a rock??), even for his clumsy self. After it hatched, an unbreakable gnaught-gnaddy relationship was formed. Krurt wanted to raise the hatchling as best as he could. Noticing the naming pattern of other dragons, he dubbed her "Bumrat, Eater of Bunnies" after her notable love of devouring bunnies.

Ever since being a cognitive being inside her egg, she had visions of a great dragon goddess lying in a tomb, engulfed in a white flame. As she grew older and learned to read, she devoured books of all sorts to explain this phenomenon. After much research, she learned about the great deity Hlal, dragon goddess of humor, inventiveness, and pleasure - but tragically, a long dead deity. She swore to devote her life to bringing Hlal back to the world via the power of the deity Anubis.

Extra phrases:
"Got Hlal?"

"Do you even Hlal?"

"Y'all Hlal?"