



Warlock 3

CLASS & LEVEL

Wamuu\_Menedich

PLAYER NAME

Dragonborn

Soldier

900

SPECIES

BACKGROUND

EXPERIENCE POINTS

Perrin Cauthon

CHARACTER NAME

STRENGTH

10

+0

DEXTERITY

13

+1

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

10

+0

CHARISMA

16

+3

+0 Strength

+1 Dexterity

+2 Constitution

+1 Intelligence

+2 Wisdom

+5 Charisma

Saving Throw Modifiers

SAVING THROWS

+1 Acrobatics DEX

+0 Animal Handling WIS

+3 Arcana INT

+2 Athletics STR

+5 Deception CHA

+1 History INT

+0 Insight WIS

+5 Intimidation CHA

+1 Investigation INT

+0 Medicine WIS

+1 Nature INT

+0 Perception WIS

+3 Performance CHA

+3 Persuasion CHA

+1 Religion INT

+1 Sleight of Hand DEX

+1 Stealth DEX

+0 Survival WIS

SKILLS

+1

INITIATIVE

12

ARMOR

CLASS

Resistances - Acid

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

26

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HIT POINTS

Total

3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Light Armor

=== WEAPONS ===

Simple Weapons

=== TOOLS ===

Dice Set, Vehicles (Land)

=== LANGUAGES ===

Common, Draconic

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

Breath Weapon (Black) • 1 / Short Rest

As an action once per short rest, exhale in a 5 by 30 ft. line (DEX DC 12, half damage on success) for 2d6 Acid Damage [6th] 3d6, [11th] 4d6, [16th] 5d6

=== SPECIAL ===

Dark One's Blessing

When you reduce a hostile creature to 0 HP, you gain 6 temp HP.

ACTIONS

10

PASSIVE PERCEPTION

10

PASSIVE INSIGHT

11

PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+3	1d8+1 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Slow, Range (80/320)
Dagger	+3	1d4+1 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Dagger	+3	1d4+1 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Light Hammer	+2	1d4 Bludgeoning	Simple, Light, Thrown, Nick, Range (20/60)
Shortsword	+1	1d6+1 Piercing	Martial, Finesse, Light, Vex
Chill Touch	+5	1d8 Necrotic	D: 1Rnd, V/S

WEAPON ATTACKS & CANTRIPS

### SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
<input type="radio"/> Chill Touch	Warlock	+5	1A	120 ft.	V,S	1 round	PHB 221	D: 1Rnd, V/S
<input type="radio"/> Eldritch Blast	Warlock	+5	1A	300 ft.	V,S	Instantaneous	PHB 237	V/S
=== 1st LEVEL ===								
<input type="radio"/> Burning Hands	Warlock	DEX 13	1A	Self/15 ft. Cone	V,S	Instantaneous	PHB 220	15 ft. Cone, V/S
<input type="radio"/> Hellish Rebuke	Warlock	DEX 13	1R	60 ft.	V,S	Instantaneous	PHB 250	V/S
=== 2nd LEVEL ===	2 Pact OO							
<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
<input type="radio"/> Scorching Ray	Warlock	+5	1A	120 ft.	V,S	Instantaneous	PHB 273	V/S