

Io Desolata

CHARACTER NAME

Warlock 1

CLASS & LEVEL

Tiefling

RACE

Criminal

BACKGROUND

Neutral evil

ALIGNMENT

Mark

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

0

10

CONSTITUTION

+1

13

INTELLIGENCE

+1

12

WISDOM

0

11

CHARISMA

+2

15

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ 0 Dexterity
- ☐ +1 Constitution
- ☐ +1 Intelligence
- ☒ +2 Wisdom
- ☒ +4 Charisma

SAVING THROWS

- ☐ 0 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☒ +4 Deception (Cha)
- ☐ +1 History (Int)
- ☐ 0 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ 0 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +2 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

10

ARMOR CLASS

0

INITIATIVE

30

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Light crossbl +2 1d8 piercin

Quarterstaf +2 1d6 bludge

Dagger +2 1d4 piercin

Armor: None Shield: None

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, simple weapons.

Languages:

Common, infernal.

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

15

PP

0

Dark orb (Arcane focus), Book of lore ink pen, little bag of sand, Bolts (20), set of weighted dice, belt pouch Backpack, bottle of ink, 10 sheets of parchment, small knife, a set of dark clothes, crowbar

EQUIPMENT

****Darkvision**** Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

****Hellish Resistance**** You have resistance to fire damage.

****Infernal Legacey**** You know the thaumatiquJy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells.

****Dark One's Blessing (The Fiend)**** When you reduce a hostile creature to 0 hit-points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

FEATURES & TRAITS



Warlock 1

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0

CANTRIPS

Poison Spray

Thaumaturgy

3

☐ Eldritch Blast

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

1

PREPARED

SPELL NAME

☐ Armor of Agathys

☐ Burning Hands

4

7

5

9

SPELLS KNOWN