

DREAMSPINNER

CLASS: WARLOCK

PLAYSTYLE: CONTROL

RACE: _____

DIFFICULTY: VERY HARD

APPEARANCE

IDEALS:

BONDS:

FLAWS:

ROLEPLAYING

LANGUAGES:

- 1) Common
- 2)

PERSONALITY:

ALIGNMENT: _____

- I

+ 2

STRENGTH

+ 3

CONSTITUTION

- I

INTELLIGENCE

+ I

WISDOM

+ 6

CHARISMA

(30 FT.)
+2
INIT

I 4
AC

/27
HP

ITEMS

EQUIPMENT:

Main Hand. Dream Catcher.

Off-Hand.

Armor. Studded Leather.

TOOLS/KITS:

Painter's Supplies. An easel, canvas, paints, brushes, charcoal sticks, and a palette.

Hit Dice.

During short rest (1 hr.), heal yourself for 1d8+3.

BACKPACK:

Scholar's Pack.

- book of lore
- ink, quill, parchment (10)
- bag of sand
- small knife

MONEY: Copper: _____ Silver: _____ Gold: 20

SPECIAL

Familiar. You are always telepathically linked with your familiar. As an action, you may:
1) see, hear, and speak through it for 1 turn, or
2) dismiss it to or recall it from a pocket dimension.

REACTIONS

ATTACKS (+6)

Dream Force. ∞

Ranged (120 ft.), 1d10 force.

Familiar Attack. ∞

Command your familiar to attack (see back).

BONUS ACTIONS

Command Familiar. ∞

Order your familiar to use its movement and/or abilities (see back).

ABILITIES (DC 14)

Silent Image. ∞

Create a silent image (15 ft. max size, action to move it). [60 ft. range, lasts 10 min. (INT check: not fooled)].

Phantasmal Force.

Craft an illusion (10 ft. max size) in a creature's mind. The target interacts with the illusion as if it were real, and the phantasm can deal up to 1d6 psychic per round. [60 ft. range, lasts 1 min. (INT save: no effect – action to repeat)].

Sleep.

All within 20 ft. of a point fall unconscious, starting from the creature with the lowest hit points and up to a total 7d8 hit points. [90 ft. range, lasts 1 min.].

Surrealism.

Creatures in a 10-ft. cube in front of you are charmed. [Self range, lasts 1 round, (WIS save: no effect)].

FEATURES

Dream Master. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Familiar Bond. When your familiar dies, you may respawn it with a 10-minute ritual.

Pact Recovery. You regain all your ability uses after a short rest.