



Warlock 3 (Fiend Patron)	945	Warlock
CLASS & LEVEL	EXPERIENCE POINTS	PLAYER NAME
Tiefling (Infernal)	Scribe	
RACE/ANCESTRY/HERITAGE	BACKGROUND	CAMPAIGN or PLAYER ID

STR
+0
10

+2 PROFICIENCY
BONUS

ARMOR
CLASS
(AC) INITIATIVE
14 **+3** **30 ft.**

SPEED

FEATURES, TRAITS & MORE

Alignment: Lawful Good. I do what's right as expected by society to promote order and compassion for all.

- Scribe Background [PHB 2024, p. 184]**
- **Traits:** Apprenticed under infamous master scribe. Seeks to end a family curse.
 - **Ideal:** Prove a personal theory.
 - **Bond:** Helps fund libraries.
 - **Flaw:** Acts smarter than all others.

- Tiefling Traits [PHB 2024, p. 197]**
- Creature Type: Humanoid
 - Age: 24 years old
 - Medium Size (6' 1", 274 lbs.)
 - Darkvision (60 feet)
 - Fiendish Lineage (*Fire Bolt* cantrip; *Hellish Rebuke* once betw. long rests or via spell slot)
 - Damage Resistance (vs. fire damage)
 - Otherworldly Presence (*Thaumaturgy* cantrip)

- Warlock Class Features [PHB 2024, p. 153]**
- Eldritch Invocations (see below)
 - Pact Magic (all cast as 2nd level spells, regain spell slots after short or long rest)
 - Magical Cunning (once betw. long rests, 1 min. rite to recover 1 warlock spell slot)
 - Dark One's Blessing (5 temp. h.p. when reducing enemy to 0 h.p.)
 - Fiend Spells (always prepared)

- Eldritch Invocations [PHB 2024, p. 155]**
- Armor of Shadows (*Mage Armor*)
 - Agonizing Blast (increased *Eldritch Blast* damage)
 - Fiendish Vigor (*False Life*)

Spellcasting [PHB 2024, p. 235]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Eldritch Blast*, *Prestidigitation*

Known Spells (2 spell slots)
Armor of Agathys, *Charm Person*, *Invisibility*, *Hex*

DEX
+3
16

SAVING THROWS

- +0 Strength Saves
- +3 Dexterity Saves
- +1 Constitution Saves
- 1 Intelligence Saves
- +3 Wisdom Saves *
- +4 Charisma Saves *
- * *Prof. bonus added*

CON
+1
13

SKILLS

- +3 Acrobatics (*Dex*)
- +1 Animal Handling (*Wis*)
- +1 Arcana (*Int*) *
- +0 Athletics (*Str*)
- +4 Deception (*Cha*) *
- 1 History (*Int*)
- +1 Insight (*Wis*)
- +4 Intimidation (*Cha*) *
- +1 Investigation (*Int*) *
- +1 Medicine (*Wis*)
- +1 Nature (*Int*) *
- +3 Perception (*Wis*) *
- +2 Performance (*Cha*)
- +2 Persuasion (*Cha*)
- +1 Religion (*Int*) *
- +3 Sleight of Hand (*Dex*)
- +3 Stealth (*Dex*)
- +1 Survival (*Wis*)
- * *Prof. bonus added*
- ** *Expertise*

INT
-1
9

WIS
+1
12

CHA
+2
15

13 PASSIVE WISDOM
(PERCEPTION)

HIT POINTS HIT DICE
21 **3d8**

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Dagger. Melee or Ranged Weapon Attack:
+5 to hit, reach 5 ft. 1d4+3 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Dagger (offhand as bonus action). As above but only 1d4 piercing damage.

Spear. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. *Hit:* 1d6+0 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft. If used two-handed in melee, does 1d8+0 damage.)

FEATS & SPECIAL ABILITIES

Skilled Feat [PHB 2024, p. 201]: Additional proficiencies (Intimidation, Arcana, and Nature).

Eldritch Blast Cantrip. Ranged Spell Attack: +4 to hit, target one creature within 120 ft. range. *Hit:* 1d10+2 force damage with 1 beam(s). (If more than one beam, blast can be used as multiple beams of 1d10+2, each with separate attack roll to hit as one attack action.)

PROFICIENCIES & LANGUAGES

Armor: light armor

Weapons: simple weapons

Tools: calligrapher's supplies

Saving Throws: Wisdom, Charisma

Skills: Arcana, Deception, Intimidation, Investigation, Nature, Perception, Religion

Languages: Common, Elvish, Orc

EQUIPMENT & TREASURE

Carried Gear [PHB 2024, p. 213]: leather armor (AC 11), two (2) daggers, sickle, spear, scholar's pack (backpack, book of lore, bottle of ink, ink pen, 10 sheets of parchment, a little bag of sand, a small knife), calligrapher's supplies (pens, papers, special inks), arcane focus: orb, belt pouch, book, set of fine clothes, lamp, oil (3 flasks), parchment (12 sheets). (This load is about 57 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 42 gold pieces (g.p.); 38 silver pieces (s.p.); 32 copper pieces (c.p.); 4 gems (worth 10 g.p. each)

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses, often using one of six abilities:
- **Strength (STR)** (physical prowess),
- **Dexterity (DEX)** (agility, reflexes),
- **Constitution (CON)** (health, fortitude),
- **Intelligence (INT)** (memory, reason),
- **Wisdom (WIS)** (awareness, willpower),
- **Charisma (CHA)** (appeal, leadership).
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). Other modifiers may come from class features or spells. The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (DEX) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws do not count as actions and are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of Exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ENCUMBRANCE

Lifting & Carrying: 150 lbs. max. carrying capacity; 300 lbs. pushing or dragging (speed -5 ft.); 300 lbs. max. lift.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action. Mastery with a weapon includes additional possible combat effects.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage and gain advantage on Dexterity saves for yourself.
- **Escape:** Try to break free from grapple via Strength (Athletics) or Dexterity (Acrobatics).
- **Grapple:** Special melee attack to give target the Grappled condition.
- **Help (Stabilize):** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Influence:** Make a Charisma check to alter a creature's attitude.
- **Magic:** Cast a spell with a casting time 1 action, or use a magical item or feature.
- **Ready:** Plan to take action as a reaction when a trigger occurs.
- **Search:** Make a Wisdom (Insight, Medicine, Perception, or Survival) check.
- **Shove:** Special melee attack.
- **Study:** Make an Intelligence (Arcana, History, Investigation, Nature, or Religion) check.
- **Utilize:** Use a nonmagical item (pick a lock, cover a hooded lantern, equip or drop a shield, etc).

BONUS ACTIONS (up to 1 per turn)

- **Consume Potion:** Drink for yourself or administer to another within 5 feet.
- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Magic (Cast Spell):** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and DEX saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC equals 10 or half damage, whichever greater. Each hit needs a separate saving throw check.