

Haralamb Carcosa

CHARACTER NAME

Lvl 4 Warlock

CLASS & LEVEL

Goliath

RACE

Far Traveler

BACKGROUND

Lawful Evil

ALIGNMENT

Gibson Berg

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

15

+2

CONSTITUTION

8

-1

INTELLIGENCE

14

+2

WISDOM

15

+2

CHARISMA

16

+3

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ +2 Dexterity
- ☐ -1 Constitution
- ☐ +2 Intelligence
- ☒ +4 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☒ +5 Deception (Cha)
- ☐ +2 History (Int)
- ☐ +2 Insight (Wis)
- ☒ +5 Intimidation (Cha)
- ☒ +4 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 17

17

CURRENT HIT POINTS

0

TEMPORARY HIT POINTS

Total 4d8

4

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I have different assumptions from those around me concerning personal space.

PERSONALITY TRAITS

Cunning. Though I may not know their ways, neither do they know mine. (Evil)

IDEALS

Though I had no choice, I lament having to leave my loved ones behind.

BONDS

I have a weakness for the new intoxicants and other pleasures of this land.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Light Xbow

+4

1d8 Piercing

Handaxe

+4

1d6 Slashing

Dagger (x2)

+4

1d4 Piercing

Damage-dealing spells:

- Eldritch Blast (Cantrip)
- Phantasmal Force (Lvl 2)

Weapon notes:

- Light Xbow: Ammo (80/320 Bolt), Loading, 2-Handed
- Handaxe: Light, Thrown (20/60)

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Armor: Light Armor
Weapons: Simple Weapons
Tools: None
Languages: Common, Kallandan,

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

5

PP

0

- Scepter (spell focus)
- Dungeoneer's Pack
- Caltops, Crowbar, Flask of Oil, Rations, Rope, Tinderbox, Torch, Waterskin
- Traveler's Clothes
- Playing Cards set
- Small Jewelry of Kallandan Origin

EQUIPMENT

Goliath

- Little Giant: Prof. in Athletics, count as 1 size larger for carrying capacity & weight can push, drag, lift.
- Mountain Born: Resistance to cold dmg. Naturally acclimate to high altitudes, incl. >20k ft.
- Stone's Endurance: When take dmg, can use Reaction to shrug off 1d12 + CON modifier dmg. Can use times = prof bonus, regain at long rest.

Warlock

- Pact Magic: Shared spell slots for all level spells. Regain all slots at any rest.
- Eldritch Invocations: At lvl 2, gain 2 Eldritch Invocations. Gain more with level ups, see table. Can change Invocations on lvl up. Chosen: Beguiling Influence, Misty Visions; see below for details.
- Pact Boon: Patron bestows gift for your service. Chosen: Pact of the Talisman. See below for details.
- Ability Score Improvement: Chose

FEATURES & TRAITS



Haralamb Carcosa

CHARACTER NAME

Late 40s

AGE

Dark Brown

EYES

6'11"

HEIGHT

Pallid, almost gray

SKIN

~250 lb

WEIGHT

Black

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

See attached document (after character sheet)

CHARACTER BACKSTORY

****Pact of the Talisman****

- Gain amulet/talisman. When wearer fails ability check, can add 1d4 to roll. Can be used = prof. bonus, restore on long rest.
- If lost, can perform 1-hour ceremony to return talisman, can be during rest. Turns to ash upon death.
- ADDL. FEATURES PER SAM, UPDATE WHEN FINALIZED

****Metamagic Adept****

- Learn 2 metamagic options. Can use only one per spell unless option says otherwise. Gain 2 metamagic points, regained at long rest.
- Chosen: Subtle Spell (1pt no V/S components), Quickened Spell (2 pts, 1 Action to 1 Bonus Action).

****Additional goodies from patron****

ADDITIONAL FEATURES & TRAITS

TREASURE

Warlock

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

Eldritch Blast

Minor Illusion

Prestidigitation

Silent Image (from Misty Visions Invoc.)

3

6

1

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

PREPARED

SPELL NAME

● Cause Fear

● Charm Person

4

7

2

2

0

● Invisibility

● Phantasmal Force (from Archfey Patron)

● Suggestion

5

8

9