

Lvl 4 Warlock Far Traveler Gibson Berg CLASS & LEVEL BACKGROUND PLAYER NAME Goliath Lawful Evil RACE ALIGNMENT EXPERIENCE POINTS



INTELLIGENCE

WISDOM

15

CHARISMA

16

Armor: Light Armor

Languages: Common,

Tools: None

Kallandan.

Weapons: Simple Weapons





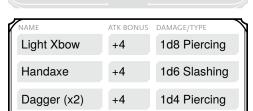
- +2 Strength DEXTERITY +2 Dexterity 15 -1 Constitution _+2_ Intelligence _+4_ Wisdom +5 Charisma CONSTITUTION SAVING THROWS
 - +2 Acrobatics (Dex) O +3 Animal Handling (Wis) +2 Arcana (Int) +4 Athletics (Str) +5 Deception (Cha)
 - +2 History (Int) +2 Insight (Wis) +5 Intimidation (Cha) _+4 Investigation (Int) +2 Medicine (Wis) +2 Nature (Int) +2 Perception (Wis) O +3 Performance (Cha)
 - +2 Religion (Int) O _+2 Sleight of Hand (Dex) O +2 Stealth (Dex)

+5 Persuasion (Cha)

O _+2 Survival (Wis) SKILLS

PASSIVE WISDOM (PERCEPTION)





FAILURES O-O-C

DEATH SAVES

Damage-dealing spells:

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

Weapon notes:

HIT DICE

- Light Xbow: Ammo (80/320 Bolt),

Loading, 2-Handed

- Handaxe: Light, Thrown (20/60) ATTACKS & SPELLCASTING

0

Scepter (spell focus)

- Dungeoneer's Pack
- Caltops, Crowbar, Flask of Oil, Rations, Rope, Tinderbox, Torch, Waterskin

OTHER PROFICIENCIES & LANGUAGES

- Traveler's Clothes Playing Cards set Small Jewelry of Kallandan Origin **EQUIPMENT**

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

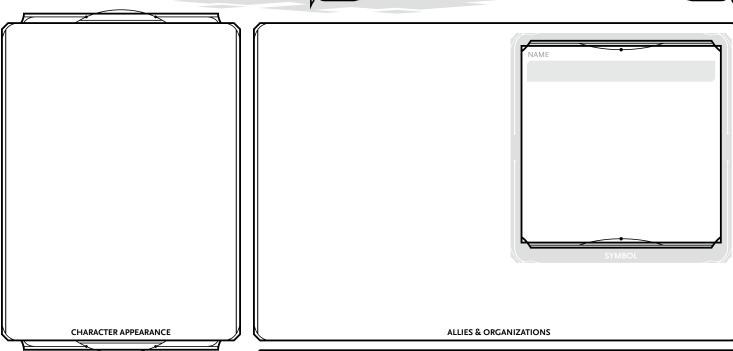
Goliath

- 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 IvI 2, gain 2 Eldritch Invocations. Gain more with level ups, see table. Can change Invocations on IvI 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





See attached document (after character sheet)

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

