

Moody the Mysterious

CHARACTER NAME

Warlock, Level 0

CLASS & LEVEL

Tiefling

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

✗

INSPIRATION

10

+0
STRENGTH

These are skills

Proficient, y/n?

10

+0
DEXTERITY

10

+0
CONSTITUTION

10

+0
INTELLIGENCE

10

+0
WISDOM

14

+2
CHARISMA

✗

PASSIVE WISDOM (PERCEPTION)

10

ARMOR CLASS

✗

INITIATIVE

30ft.

SPEED

HIT POINT MAXIMUM 6

Health

CURRENT HIT POINTS

✗

TEMPORARY HIT POINTS

Total

✗

HIT DICE

✗

SUCCESS
FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Eldritch Blast

+3

1d10 / Force

Attack Bonus (Bonus Chance to hit on attacks):

Warlocks spells get a Charisma Bonus (+2)

+ Proficiency Bonus (+1)

= Bonus Chance to Hit (+3)

Attack Damage against enemy hit points:

Eldritch Blast attack damage

Roll one 1 sided die (1d10)

Spell damage comes from a list of spells in the player's handbook.

ATTACKS & SPELLCASTING

(Spell) Mage Hand

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

FEATURES & TRAITS

Languages: Common, Infernal

Proficient with equipment:
Light Armor, Staves, Wands

Proficient at skills:
Arcana, Deception, Intimidation

OTHER PROFICIENCIES & LANGUAGES

Armor: Black Robes (10 Armor)

EQUIPMENT & CHARACTER NOTES