

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

◇ +0 SAVING THROWS
○ +0 ATHLETICS

DEXTERITY

◇ +1 SAVING THROWS
○ +1 ACROBATICS
○ +1 SLEIGHT OF HAND
○ +1 STEALTH

CONSTITUTION

◇ -1 SAVING THROWS

INTELLIGENCE

◇ +3 SAVING THROWS
⊗ +5 ARCANA
⊗ +5 HISTORY
⊗ +5 INVESTIGATION
○ +3 NATURE
○ +3 RELIGION

WISDOM

◇ +3 SAVING THROWS
○ +1 ANIMAL HANDLING
○ +1 INSIGHT
○ +1 MEDICINE
○ +1 PERCEPTION
○ +1 SURVIVAL

CHARISMA

◇ +6 SAVING THROWS
○ +4 DECEPTION
○ +4 INTIMIDATION
○ +4 PERFORMANCE
⊗ +6 PERSUASION

11/16

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM 7

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **lvl x 1d8**

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I help by explaining anything and *everything* to those who aren't as smart as I am.

PERSONALITY TRAITS

Nothing should fetter the infinite possibility of nature.

IDEALS

Life spent searching for the answer to a question.

BONDS

Pna'g xrrc frperg!

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

handheld/thrown: +2 (pro)
missile/finesse: +3 (pro + dex)

ATTACKS & SPELLCASTING

AC: 11 = 10 + 1 dex + armor
Patron: Terng Byq Bar
Pact: Pact of the Tome

FEATURES & TRAITS

Languages: Infernal, Celestial, Common, Elvish
Proficiencies: Arcana, Investigation, History, Persuasion

OTHER PROFICIENCIES & LANGUAGES

Sage: Know where to find almost any kind of information.
Warlock: DC to resits spells is 8 + pro + CHA.
Tiefling: Darkvision and resistance to fire damage.
Trinket: One ounce block of unknown material.

EQUIPMENT & CHARACTER NOTES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Lbh unir n frperg. Lbh bapr jrer n tbyq qentba jub freirq Onunzhg. Lbh jrer gbb cebhq naq inva, gb gur cbvag gung Onunzhg qrpvqrq gb grnpu lbh n yrffba. Lbh unir orra gencrcq va n jrnX, Gvrsyvat obql, jvgu lbhe zrzbevrF bs lbhe sbezre yvsr ohg n qvz funqbj. Lbh erzrzore bayl bar guvat jvgu cresrpg pynevgI: Onunzhg'f pbzznaq gb tb vagb gur jbeyq naq cebir lbhe qribgvba gb gur pnhr bs tbbq. Vs lbh cebir jbegu, ba lbhe qrngu lbh jvyy erghea gb uvf fvqr va lbhe gehr sbez. You are currently travelling to Greenest with Liliandra because her friend, a half-elf named Talis, has been kidnapped by a strange group of dragon cultists. Your investigations into the cult have led you to the town of Greenest.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

Carry: 55/110/165*lbs (Speed: 30/20/10ft)
* Disadvantage on Attack or STR/DEX/CON rolls

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN

Mage Hand

1 minute V, S 30 feet 1 action

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 floor 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 magical items, or carry more than 10 pounds.

Warlock

Conjuration Cantrip

Minor Illusion

1 minute S, M 30 feet 1 action
Materials: a bit of fleece

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Warlock

Illusion cantrip

Prestidigitation

Up to 1 hour V, S 10 feet 1 action

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Warlock

Transmutation cantrip

Thaumaturgy

Up to 1 minute V 30 feet 1 action

You manifest a minor wonder, a sign of supernatural power, within range. You create:

- Your voice booms up to three times as loud as normal for 1 minute
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Warlock

Transmutation cantrip

Tasha's Hideous Laughter

Concentration, up to 1 minute V, S, M 30 feet 1 action
Materials: tiny tarts and a feather that is waved in the air

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Warlock

1st level enchantment

Dissonant Whispers

Instantaneous V 60 feet 1 action

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

Materials: At Higher Levels.

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Warlock

1st level enchantment

Day 1

Kobolds were attacking a village, there was a blue dragon attacking the city named Lennithon. Saved a man woman and three kids. Were able to talk to a captured cultist about the Dragon cult, they are looting the town for treasure. Made it to a fort and rested. The mayor of the city noticed that the mill was on fire, so we went to try and save the mill. Went through a tunnel and came out into the mill and was ambushed. We were able to kill all of our attackers though we took heavy damage from the surprise attack.