

Akral

CHARACTER NAME

Warlock 7
Sorcerer 5

CLASS & LEVEL

Yuan-ti Pureblood

RACE

Aolyte (cultist)

BACKGROUND

CR/NE

ALIGNMENT

Jonas

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☒ Wisdom
- ☒ Charisma

SAVING THROWS

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

SKILLS

PASSIVE WISDOM (PERCEPTION)

Common, Abyssal, Draconic
Telepathy 30ft

Light Armor
Simple Weapons

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8 + 1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Wild Magic Surge: after cast warlock spell (lvl ≥ 1) → roll d20. If 1 → wild magic effect

Tides of Chaos:

Along with gain advantage

if used: next spell cast triggers wild surge & again

5 sorcery points

Spell Sniper: spell range x2 if attack roll required
ranged spell attack: ignore 1/2 to cover

War Caster: adv on con saves for concentration
5 components for spells ignore weapon/die
opportunity attack can be 1-action spell

Quicken spell (2sp) cast a 1-action spell as bonus action

Twinned spell (1sp/1lvl) single target spell copied on
cast: 1
ATTACKS & SPELLCASTING other target

Darkvision 60ft

Magic Resistance:

advantage on all saving throws for spells & magic effects

Poison Immunity:

immune to poison damage & poisoned condition

Innate Spellcasting (CHA):

poison spray (at will)
animal friendship (at will, snakes only)
suggestion (1/long rest)

Awakened Mind

Entropic Ward: 1/short rest → give disadvantage to attack of enemy. If miss → adv on next attack that would be against that enemy

Invocations

Agonizing Blast: add CHA mod to Eldritch Blast damage

Armor of Shadows: cast Mage Armor on self, no slot required

Pact of the Chain: pseudo dragon familiar

Minions of Chaos: cast conjure elemental 1/long rest using warlock spell slot

Fiendish Vigor: cast false life at will on self, no slot required

FEATURES & TRAITS



Akrak

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Warlock of the Great Old One Wild Magic Sorcerer

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

8+Prof + CHA

SPELL SAVE DC

+Prof + CHA

SPELL ATTACK
BONUS

+1 cantrip
+4 spells

+5 spells
+1 cantrip +1 (spell slots)

0

CANTRIPS

- * Eldritch Blast W
- * Chill Touch W
- * Minor Illusion W
- * Fire Bolt S
- * Magic Hand S
- * Message S
- * Ray of Frost S
- * Blade Ward S
- [Poison Spray (rce)] [Shocking Grasp (feat)]

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4^S

PREPARED

SPELL NAME

- Hellish Rebuke W
- Dissonant Whispers W
- Tasha's Hideous Laughter W
- False Life S
- Magic Missile S
- [Animal Friendship (snake) (no slot)]
- [Suggestion (1 long rest)]

2

3^S

- Misty Step W
- See Invisibility W
- Crown of Madness S
- Invisibility S

3

2^S

- Fireball S
- Counterspell S
- Vampiric Touch W

4

2^W

- Dimension Door W
- Evard's Black Tentacles W

5

- [Conjure Elemental (1 rest)]

6

7

8

9