

MO

CHARACTER NAME

Warlock/The Great Old One 1 Sage

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Aasimar/Protector Aasimar

Chaotic Good

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

15

+2

DEXTERITY

8

-1

CONSTITUTION

11

0

INTELLIGENCE

11

0

WISDOM

12

+1

CHARISMA

17

+3

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ -1 Dexterity
- ☐ 0 Constitution
- ☐ 0 Intelligence
- ☒ +3 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +2 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☒ +2 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☐ +3 Persuasion (Cha)
- ☒ +2 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

9

ARMOR CLASS

-1

INITIATIVE

30

SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Loyal

PERSONALITY TRAITS

Absolute Justice

IDEALS

BONDS

Can be blinded in rage

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Handaxe

+4

1d6 +2 slashing

Dart

+4

1d4 +2 piercing

Glaive

+2

1d10 +2 slashing

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Languages. See the Players Handbook for details.

Weapon. Simple

Armor. Light

Tools. Navigators tools, Dice set, Viol, Thieves tools, Dragonchess set, Threedragon ante set, Land, Water, Calligraphers supplies

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



MO

CHARACTER NAME

24 years

AGE

6'5"

HEIGHT

175 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Mo, grew up in a small village where he and his family were betrayed by the other villagers. After he saw his father and mother die in front of his eyes he made up his mind to never forgive those that have sinned.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Warlock

SPELLCASTING
CLASS

Cha

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Light
Sacred Flame

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

Command

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN