

Io Desolata

CHARACTER NAME

Warlock 1

CLASS & LEVEL

Tiefling

RACE

Criminal

BACKGROUND

Neutral evil

ALIGNMENT

Mark

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+0

10

CONSTITUTION

+1

13

INTELLIGENCE

+1

12

WISDOM

+0

11

CHARISMA

+2

15

No

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +0 Dexterity
- ☐ +1 Constitution
- ☐ +1 Intelligence
- ☒ +2 Wisdom
- ☒ +4 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☒ +4 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +0 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

10

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Light crossbl +2 1d8/p

Quarterstaf +2 1d6/b

Dagger +2 1d4/p

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, simple weapons.

Languages:

Common, infernal.

OTHER PROFICIENCIES & LANGUAGES

CP 0
SP 0
EP 0
GP 15
PP 0

Dark orb (Arcane focus), Book of lore ink pen, little bag of sand, Bolts (20), set of weighted dice, belt pouch Backpack, bottle of ink, 10 sheets of parchment, small knife, a set of dark clothes, crowbar

EQUIPMENT

(See Features Page)

--Criminal Contact
--Darkvision (60')
--Hellish Resistance
--Infernal Legacy

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Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumatuqJy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells.

Dark One's Blessing (The Fiend) When you reduce a hostile creature to 0 hit-points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

FEATURES & TRAITS



Warlock 1

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0

CANTRIPS

Eldritch Blast (V,S)

Poison Spray (V,S)

Thaumaturgy (V)

3

0

6

0

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

1

PREPARED

SPELL NAME

☐ Armor Of Agathys (V,S,M)

☐ Burning Hands (V,S)

4

0

7

0

4

0

8

0

2

0

5

0

9

0

SPELLS KNOWN

FEATURES, MAGICAL ITEMS AND SPELLS

FEATURES

CRIMINAL CONTACT

Source: Background (Criminal)

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

DARKVISION (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

HELLISH RESISTANCE

Source: Race (Tiefling)

You have resistance to fire damage.

INFERNAL LEGACY

Source: Race (Tiefling)

You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells.

SPELLS

ELDRITCH BLAST

Evocation Cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

At Higher Levels: The spell creates more than one beam when you reach higher levels: Two beams at 5th level Three beams at 11th level Four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

POISON SPRAY

Conjuration Cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

At Higher Levels: This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), 17th level (4d12).

THAUMATURGY

Transmutation Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- 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.

ARMOR OF AGATHYS

1st-level Abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (A cup of water)

Duration: 1 hour

A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a

melee attack while you have these hit points, the creature takes 5 cold damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot

BURNING HANDS

1st-level Evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

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.