DUNGEONS & DRAGONS®

Garurt		
CHARACTER NAME		
Warlock 6	Genie	Sam
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Lizardfolk	Lawful Good	Milestone
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH	12 (+1)
DEXTERITY	12 (+1)
CONSTITUTION	16 (+3)
INTELLIGENCE	11 (0)
WISDOM	8 (-1)
CHARISMA	18 (+4)

INSPIRATION

+3 PROFICIENCY BONUS

○	+1	Strength
○	+1	Dexterity
○	+3	Constitution
○	0	Intelligence
●	+2	Wisdom
●	+7	Charisma

SAVING THROWS

○	+1	Acrobatics (Dex)
●	+2	Animal Handling (Wis)
○	0	Arcana (Int)
○	+1	Athletics (Str)
●	+7	Deception (Cha)
○	0	History (Int)
●	+1	Insight (Wis)
○	+4	Intimidation (Cha)
●	+3	Investigation (Int)
○	-1	Medicine (Wis)
○	0	Nature (Int)
○	-1	Perception (Wis)
○	+4	Performance (Cha)
●	+7	Persuasion (Cha)
○	0	Religion (Int)
○	+1	Sleight of Hand (Dex)
○	+1	Stealth (Dex)
●	+2	Survival (Wis)

SKILLS

14 ARMOR CLASS

+1 INITIATIVE

30f.30f swim SPEED

Hit Point Maximum 52

52

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6d8

6

HIT DICE

SUCCESSES ○=○=○

FAILURES ○=○=○

DEATH SAVES

I like my hamster and he brings me joy

PERSONALITY TRAITS

I want to help people and be there servant

IDEALS

to my chosen master who i will do anything

BONDS

I will work for bad people for no reason and will try and help even if it's a bad idea

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Eldritch Bla	+7 x2	1d10+4+3
Bite	+4	1d6 + 1
Staff	+4	1d6/d8 +3

Light crossbow | +4 | 1d8 +1

Plus 3 cold damage once per turn

3/3 uses remain (profiencey per long rest)

Hungry Jaws. In battle, you can throw yourself into a feeding frenzy. As a bonus action, you can make a sp with your bite. If the attack hits, it deals its normal dai gain temporary hit points equal to your Constitution m (minimum of 1), and you can't use this trait again unti short or long rest.

ATTACKS & SPELLCASTING

9 PASSIVE WISDOM (PERCEPTION)

Common and Draconic.
Light armor

Simple weapons
Musical instrument
thieves' tools

OTHER PROFICIENCIES & LANGUAGES

CP	0
SP	0
EP	0
GP	0
PP	0

Ring with compartment

(The vessel's AC equals your spe save DC. Its hit points equal your warlock level plus your proficienc bonus, and it is immune to poisor and psychic damage.)

Leather Arrmor
Staff
Dungeoneers pack
2 daggers
Sickle
20gp of insence
Pouch of red powder
Potion of Expeditious Retreat (da as bonus action for 10minutes)

EQUIPMENT

FEATURES & TRAITS

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CHARACTER NAME

30	5'11"	260 lbs.
AGE	HEIGHT	WEIGHT
2 of them	Bright green	no scales
EYES	SKIN	HAIR

CHARACTER APPEARANCE

Space Hamster (level 3)

Lemmy (pseudodragon stats but he is really just a good boy hamster)

Hitpoints 7/7
AC 13
STR 6 (-2) DEX 15 (+2) CON 13 (+1) INT 10 (+0) WIS 12 (+1) CHA 10 (+0)
Speed: 15ft, burrow 60ft, Fly/Swim 40fts

Burring speed of 60f underground if in dirt (Zoomy)

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Origin:
Birthplace: Brothel

Absent Parent(s): Your parent (s) disappeared to an unknown fate
Family Lifestyle: Poor
Childhood Home: Encampment of village in the wilderness
Childhood Memories: I was by myself alot and I always wanted life to be more than what i got
Life Events:
Job: Gardener

CHARACTER BACKSTORY

When you cast find familiar, you infuse the summoned familiar with a measure your eldritch power, granting the creature the following benefits:

The familiar gains either a flying speed or a swimming speed (your choice) of feet.

As a bonus action, you can command the familiar to take the Attack action.

The familiar's weapon attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.

If the familiar forces a creature to make a saving throw, it uses your spell save

When the familiar takes damage, you can use your reaction to grant it resistar against that damage.

ADDITIONAL FEATURES & TRAITS

https://5e.tools/bestiary.html#pseudodragon_mm

TREASURE

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Warlock

SPELLCASTING CLASS

Cha	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

- Eldritch Blast
- Prestidigitation
- Sword Burst

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1

PREPARED | SPELL NAME

- Fog cloud (Genie)
- detect evil and good (Genie)
- Witch Bolt

2

- Invisibility
- Spider Climb

3 2

- Vampiric Touch
- Create Food and water

4

5

6

7

8

9

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