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

18 CURRENT HIT POINTS

0 TEMPORARY HIT POINTS

Total 6d8

5 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 2 cold damage once per turn

2/3 uses remain (profiencey per long rest)
Hungry Jaws. In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points equal to your Constitution modifier (minimum of 1), and you can't use this trait again until you finish a short or long rest.

ATTACKS & SPELLCASTING

Agonizing Blast || Marid Genie (water)

Bottled Respite. As an action, you can magically vanish and enter your vessel, which remains in the space you left. The interior of the vessel is an extradimensional space in the shape of a 20-foot-radius cylinder, 20 feet high, and resembles your vessel. The interior is appointed with cushions and low tables and is a comfortable temperature. While inside, you can hear the area around your vessel as if you were in its space. You can remain inside the vessel up to a number of hours equal to twice your proficiency bonus. You exit the vessel early if you use a bonus action to leave, if you die, or if the vessel is destroyed. When you exit the vessel, you appear in the unoccupied space closest to it. Any objects left in the vessel remain there until carried out, and if the vessel is destroyed, every object stored there harmlessly appears in the unoccupied spaces closest to the vessel's former space. Once you enter the vessel, you can't enter again until you finish a long rest.

Genie's Wrath. Once during each of your turns when you hit with an attack roll, you can deal extra damage to the target equal to your proficiency bonus. The type of this damage is cold

Investment of the Chain Master (flying pet)
Agonizing Blast

Cunning Artisan. As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Tomb of Levistus
As a reaction when you take damage, you can entomb yourself in ice and get 10 temp hit points per level until after my next turn. i also vulnerability to fire damage. But i skip my next turn

You begin to take on characteristics of your patron's kind. You now have resistance to a damage type determined by your patron's kind: bludgeoning (dao), thunder (djinni), fire (efreeti), or cold (marid).

2/3 uses remain (profiencey per long rest)
As a bonus action, you can give yourself a flying speed of 30 feet that lasts for 10 minutes, during which you can hover. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

FEATURES & TRAITS

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 spell save DC. Its hit points equal your warlock level plus your proficiency bonus, and it is immune to poison and psychic damage.)

Staff
Light crossbow with bolt
Dungeoneers pack
Leather Armor (i'm naked)
2 daggers
Sickle
Healing potion
30gp of insence
Pouch of red powder

EQUIPMENT

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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 0/7
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: Modest
Childhood Home: Encampment of village in the wilderness
Childhood Memories: I had several friends, and my childhood was generally a happy one.
Life Events:
Job: Gardener

CHARACTER BACKSTORY

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

The familiar gains either a flying speed or a swimming speed (your choice) of 40 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 DC.
When the familiar takes damage, you can use your reaction to grant it resistance 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 2

- Invisibility
- Spider Climb

3

- Vampiric Touch

4

5

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7

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