

Fogas

CHARACTER NAME

Warlock 4

CLASS & LEVEL

Charlatan

BACKGROUND

Aidan

PLAYER NAME

Half-Elf

RACE

Chaotic Neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+1

12

CHARISMA

+4

18

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☒ +3 Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +4 Intimidation (Cha)
- ☒ +3 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☒ +3 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ +4 Performance (Cha)
- ☐ +4 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +4 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +3 Survival (Wis)

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 31

31

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4

d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I have a joke for every occasion, especially occasions where humor is inappropriate.

PERSONALITY TRAITS

Independence

IDEALS

I've wronged my family, and some of them want to kill me for it.

BONDS

I can't resist swindling people who are more powerful than me.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Eldritch Blast +6 1d10+4 force

Dagger +4 1d4+1 piercing

EB - 120 ft, 1 action

Dagger (thrown) finesse, 20/60 ft

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Disguise kit, Forgery kit

Languages: Common, Elvish, Dwarvish

Proficiency in light armor, simple weapons

OTHER PROFICIENCIES & LANGUAGES

CP

A set of fine clothes, a disguise kit, a deck of marked cards, a belt pouch

SP

A light crossbow and 20 bolts, a component pouch, a dungeoneer's pack, leather armor, an arcane staff, 2 daggers

EP

10 sheets paper

CP

Book of Shadows

PP

EQUIPMENT

Darkvision 60 ft.

Fey Ancestry: advantage on saving throws against being charmed, magic can't put you to sleep

Agonizing Blast: When you cast Eldritch Blast, add CHA modifier to the damage it deals on hit.

Book of Ancient Secrets: You can ritual cast, and you can cast spells in your book of shadows (only as rituals). Add 2 1st level rituals to the book. You can add spells you find w/ level $\leq \frac{1}{2}$ your level, rounded down. Costs 50 gp + 2 hrs per level to transcribe.

Tentacle of the Deep:

As a bonus action, create a 10-ft. long tentacle at a point you can see within 60 ft. of you. It lasts for 1 minute or until you create a new one. On creating, can make a melee spell attack against 1 creature within 10 ft. of it. On a hit, the target takes 1d8 cold damage, and its speed is reduced by 10 ft. until the start of your next turn.

As a bonus action on your turn, can move it 30 ft., and repeat the attack.

FEATURES & TRAITS



35

AGE

5'5"

HEIGHT

158 lbs.

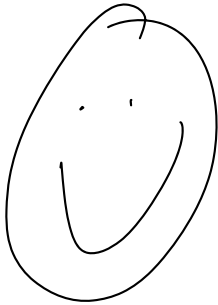
WEIGHT

CHARACTER NAME

EYES

SKIN

HAIR



CHARACTER APPEARANCE

I worked as a courier in another country, making a living by swindling people and cheating at cards. After a while, I had gotten a widespread bad reputation, so I paid a crew of smugglers to bring me to a new island. During the voyage, the smugglers insulted my profession. I couldn't stand them thinking they were better than me, so I got some revenge by cheating them at poker.

When they found out my deck was marked, they tied me to a large stone and threw me overboard. I was saved from drowning by a sea monster. It gave me Warlock powers, and in exchange I serve as its eyes and ears on dry land. Submerging my head in water lets me speak with the monster. I periodically report on the land that I explore, and the monster occasionally asks me to do other favors for it.

CHARACTER BACKSTORY

Gift of the Sea: You gain 40 ft. swimming speed and can breath underwater.

Fake Identity: You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

ADDITIONAL FEATURES & TRAITS

TREASURE



Warlock

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

14

SPELL SAVE DC

6

SPELL ATTACK
BONUS

0

CANTRIPS

Eldritch Blast
Chill Touch
Toll the Dead
Spare the Dying
Guidance
Mage Hand

Tome

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

Hex
Armor of Agathys
Detect Magic
Comprehend Languages

tome

2

2

Invisibility
Suggestion
Shatter

3

6

7

4

8

5

9

SPELLS KNOWN