



Warlock 5 (Fiendish Pact)

CLASS & LEVEL

Human

RACE/ANCESTRY/HERITAGE

7,085

EXPERIENCE POINTS

Charlatan

BACKGROUND

PLAYER NAME

CAMPAIGN or PLAYER ID

STR
+0
11

+3 PROFICIENCY
BONUS

SAVING THROWS

- +0 Strength Saves
- +2 Dexterity Saves
- +2 Constitution Saves
- 1 Intelligence Saves
- +4 Wisdom Saves *
- +7 Charisma Saves *
- * Prof. bonus added

DEX
+2
15

CON
+2
14

SKILLS

- +2 Acrobatics (*Dex*)
- +1 Animal Handling (*Wis*)
- +2 Arcana (*Int*) *
- +0 Athletics (*Str*)
- +7 Deception (*Cha*) *
- 1 History (*Int*)
- +1 Insight (*Wis*)
- +7 Intimidation (*Cha*) *
- 1 Investigation (*Int*)
- +1 Medicine (*Wis*)
- 1 Nature (*Int*)
- +1 Perception (*Wis*)
- +4 Performance (*Cha*)
- +4 Persuasion (*Cha*)
- 1 Religion (*Int*)
- +5 Sleight of Hand (*Dex*) *
- +2 Stealth (*Dex*)
- +1 Survival (*Wis*)

* Prof. bonus added

INT
-1
9

WIS
+1
13

CHA
+4
18

PROFICIENCIES & LANGUAGES

Armor: light armor

Weapons: simple weapons

Tools: disguise kit, forgery kit

Saving Throws: Wisdom, Charisma

Skills: Arcana, Deception, Intimidation, Sleight of Hand

Languages: Common, Abyssal

ENCUMBRANCE

Lifting & Carrying: 165 lbs. max. carrying capacity; 330 lbs. pushing or dragging (speed -5 ft.); 330 lbs. max. lift.

ARMOR
CLASS
(AC)

13

INITIATIVE

+2

SPEED

30 ft.

Armor Worn: leather armor



HIT POINTS

38

HIT DICE

5d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Extra Attack. When making an Attack action with your pact weapon, you may make two attacks rather than one.

Scimitar (Pact Weapon). *Melee Weapon*
Attack: +5 to hit, reach 5 ft. *Hit:* 1d6+5 slashing damage. Counts as magical weapon.

Dagger (offhand as bonus action). As above but only 1d4 piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 1d6+0 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft. If used two-handed in melee, does 1d8+0 damage.)

MAGIC, FEATS & SPECIAL ATTACKS

Eldritch Blast Cantrip. *Ranged Spell Attack:* +7 to hit, target one creature within 120 ft. range. *Hit:* 1d10+4 force damage with 2 beam(s). (If more than one beam, blast can be used as multiple beams of 1d10+4, each with separate attack roll to hit as one attack action.)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), scimitar, two (2) daggers, spear, disguise kit (cosmetics, hair dye, props, etc.), belt pouch, set of fine clothes, tools of the con (various small convincing fakes). (This load is about 37 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 562 gold pieces (gp); 57 silver pieces (sp); 62 copper pieces (cp); 2 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Chaotic Neutral. I follow my shifting whims with little concern about rules or later consequences.

Charlatan Background [PHB p. 128]

- **Feature:** False Identity.
- **Traits:** Wears all kinds of holy symbols. Dizzy mind.
- **Ideal:** Friends come before schemes.
- **Bond:** Doing long con on greedy nobles.
- **Flaw:** Reckless for that one big score.

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 35 years old
- Medium Size (6' 0", 206 lbs.)

Warlock Class Features [PHB p. 106]

- Otherworldly Patron (The Choir Of Ambition, council of fallen angels)
- Pact Magic (all cast as 3rd level spells, regain spell slots after short or long rest)
- Dark One's Blessing (when you drop an enemy to 0 h.p., you regain 5 h.p.)
- Eldritch Invocations (see below)
- Pact Boon (Pact Of The Blade, conjure and gain proficiency with any one weapon)

Eldritch Invocations [PHB p. 110]

- Agonizing Blast (increased *Eldritch Blast* damage)
- Devil's Sight (see in all darkness to 120 feet)
- Thirsting Blade (extra attack)

MAGIC SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +7
Spell Save DC 15



Cantrips Known: *Eldritch Blast, Minor Illusion, True Strike*

Known Spells (2 spell slots)

Blindness/Deafness, Command, Fireball, Hex, Mirror Image, Witch Bolt

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.