

warlock

CHARACTER NAME

Warlock 2

CLASS & LEVEL

PLAYER NAME

Human

SPECIES

Acolyte

BACKGROUND

(Milestone)

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

10

+0

CHARISMA

16

+3

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☒ +2 Wisdom
- ☒ +5 Charisma

Saving Throw Modifiers

Advantage on CON to maintain Concentration.

SAVING THROWS

- ☐ +2 Acrobatics DEX
- ☐ +0 Animal Handling WIS
- ☒ +3 Arcana INT
- ☐ -1 Athletics STR
- ☒ +5 Deception CHA
- ☐ +1 History INT
- ☒ +2 Insight WIS
- ☒ +5 Intimidation CHA
- ☐ +1 Investigation INT
- ☐ +0 Medicine WIS
- ☐ +1 Nature INT
- ☐ +0 Perception WIS
- ☐ +3 Performance CHA
- ☐ +3 Persuasion CHA
- ☒ +3 Religion INT
- ☐ +2 Sleight of Hand DEX
- ☐ +2 Stealth DEX
- ☐ +0 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+2

INITIATIVE

ARMOR

13

CLASS

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Spell attack bonus: +5

Spell save DC: 13

Spell slots available: 2 [] []

Cantrips (at will):

Chill Touch, Eldritch Blast, Message, Mind Sliver, Thaumaturgy, Toll the Dead

Ivl 1 Spell (uses spell slot, 1/spell)

Arms of Hadar, Hellish Rebuke, Hex,

Special:

Reaction when taking damage from creature within 60 ft of you: Cast Hellish Rebuke (uses spell slot)

Reaction when being hit: cast Shield (see below)

Cast Bane 1/lr without using a spell slot []

Cast Shield 1/LR without using a spell slot []

Magical Cunning • PHB-2024 154 1/LR []

Once per Long Rest, you can perform an esoteric rite for 1 minute, regaining up to 1 expended Pact Magic spell slot.

ACTIONS

10

PASSIVE PERCEPTION

12

PASSIVE INSIGHT

11

PASSIVE INVESTIGATION

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+4

1d4+2 Piercing

5ft, thrown 20/60

Dagger

+4

1d4+2 Piercing

5ft, thrown 20/60

Mind Sliver

INT 13

1d6 psychic

60 ft, - 1d4 next save

Chill Touch

+5

1d10 Necrotic

Touch, can't regain hp*

Eldritch Blast

+5

1d10+3 Force

120 ft, V/S, push back 10 ft.

Toll the Dead

WIS13

1d8 necrotic*

60 ft, if missing hp 1d12 necrotic

WEAPON ATTACKS & CANTRIPS

