

deathfire

CHARACTER NAME

Warlock (The Fiend) - Lv 13

CLASS & LEVEL

Dragonborn

RACE

Acolyte

BACKGROUND

Lawful Evil

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

11

+0

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

12

+1

CHARISMA

18

+4

INSPIRATION

+5

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +0 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☒ +6 Wisdom
- ☒ +9 Charisma

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

+0

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 120

120

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Eldritch Blast x3	+9	1d10 force each
Fireball (at 5th)	DC 17	10d6 fire
Sickle / Dagger	+6	1d4+1

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ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

ARMOUR: Light only
WEAPONS: Simple only
LANGUAGES: Common, Draconic, Abyssal, Primordial

AC 14 is ITAMAR'S call (17 Jul), and it beats every rules answer anyway: leather alone is 11, and ARMOR OF SHADOWS (Mage Armor at will, free, forever - he has the invocation) would only reach 13. So 14 needs no explaining. Nothing here is stopping him.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

PP

CP

PP

CP

PP

CP

PP

CP

PP

CP

PP

CP

PP

Leather Armor (11 by the book; Itamar set 14)
Sickle, 2x Dagger, Hammer, Crowbar
Arcane Focus, Holy Symbol, Vestments,
5x Incense, Prayer of the Fiend
Dungeoneer's Pack, Backpack, 10x Piton,
Hemp Rope, Tinderbox, 10x Torch, 10x Rations, Waterskin, Belt Pouch, Common Clothes

EQUIPMENT

FROM ROLL20 + ITAMAR'S CHANGES (17 Jul). Everything below is the export EXCEPT the [ITAMAR] lines - those are his calls, made at the table.
[ITAMAR] HP 90 -> 120. All three kids set to the same number.
[ITAMAR] AC 11 -> 14. His call. (By the rules it would be 13: Armor of Shadows = Mage Armor at will. He went one better - his game.)
PACT MAGIC: only 3 slots and they are ALL 5th level. They come back on a SHORT rest, not a long one - he refuels twice as often as a normal caster.

* SO EVERY SPELL HE CASTS IS AUTOMATICALLY AT 5TH LEVEL. He has no small slots to cast them with. The export prints the BASE damage; these are real:
Fireball 8d6 -> 10d6
Hellish Rebuke 2d10 -> 6d10 (a REACTION, when something hits him)
Burning Hands 3d6 -> 7d6
Scorching Ray 3 rays -> 6 rays, 2d6 each
Wall of Fire 5d8 -> 6d8
He is stronger than his own sheet says. Nobody has to change a thing.

MYSTIC ARCANUM: Circle of Death (6th) and Finger of Death (7th) each cast ONCE per long rest and cost no slot. That is why they show 0 slots.
DARK ONE'S BLESSING: temp HP = CHA + warlock level = 4 + 13 = 17, every time he drops something to 0. FIENDISH RESILIENCE: pick a damage type each rest, resist it. DARK ONE'S OWN LUCK: +1d10 to a check or save, 1/rest.

[2 THINGS THE EXPORT LEAVES OPEN - NOT corrected here. Your call.]
1. NO DRACONIC ANCESTRY PICKED. Dragonborn choose a dragon at level 1; it sets the Breath Weapon shape+damage type AND the Damage Resistance. Both features are listed with no type. He cannot use either until you pick.
2. No Agonizing Blast. It is the invocation almost every warlock takes: it adds CHA (+4) to EVERY Eldritch Blast beam - 3d10 becomes 3d10+12, which

FEATURES & TRAITS



deathfire

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Warlock

SPELLCASTING CLASS

CHA

17

+9

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Eldritch Blast (3 beams at lv 13)

Mage Hand

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

PREPARED SPELLS

SPELL NAME

☐ Hellish Rebuke

☐ Burning Hands

☐ Command

☐ Comprehend Languages

☐ False Life (free: Fiendish Vigor)

☐ Detect Magic (free: Eldritch Sight)

☐ Mage Armor (free: Armor of Shadows)

2

0

☐ Invisibility

☐ Hold Person

☐ Scorching Ray

☐ Darkness

3

0

☐ Fireball

☐ Fly

☐ Fear

4

0

☐ Wall of Fire

☐ Fire Shield

5

3

☐ Hold Monster

☐ Flame Strike

6

0

☐ Circle of Death <- Mystic Arcanum, 1/rest, no slot

7

0

☐ Finger of Death <- Mystic Arcanum, 1/rest, no slot

8

0

9

0

SPILLS KNOWN