

Sid Istick

CHARACTER NAME

Warlock 5

CLASS & LEVEL

Rock Gnome

RACE

Criminal

BACKGROUND

True neutral

ALIGNMENT

Mark

PLAYER NAME

8370

EXPERIENCE POINTS

STRENGTH

0

11

DEXTERITY

+2

14

CONSTITUTION

0

10

INTELLIGENCE

+3

17

WISDOM

0

11

CHARISMA

-1

8

INSPIRATION

+3

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ +3 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☒ +2 Deception (Cha)
- ☐ +3 History (Int)
- ☐ 0 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☒ +6 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☒ +6 Nature (Int)
- ☐ 0 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Lance

+0

1d12/p

Net

+0

-/

Armor: None

Shield: None

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, simple weapons.

Languages:

Common, gnomish.

OTHER PROFICIENCIES & LANGUAGES

CP 1792

SP 987

EP 44

GP 803

PP 3

Gallon of ale, red cloak, shortsword, longsword, jar of salt, vodka (500mL), potion of vitality, wand of magic missiles (7/7), component pouch, spellbook, backpack, bottle of ink, ink pen, 10 sheets of parchment, small knife, tome of historical lore, holy symbol, prayer book, set of common clothes, pouch.

EQUIPMENT

(See Features and Traits Page)

--Darkvision (60')

--Gnome Cunning

--Artificer's Lore

--Generic Feature

--Criminal Contact

FEATURES & TRAITS



Warlock 5

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

10

SPELL SAVE DC

+2

SPELL ATTACK
BONUS

0

CANTRIPS

Blade Ward (V,S)

Guidance (V,S) (C)

Mage Hand (V,S)

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

PREPARED

SPELL NAME

Animal Friendship (V,S,M)

Arms of Hadar (V,S)

3

3

Elemental Weapon (V,S) (C)

Beacon of Hope (V,S) (C)

6

0

7

0

4

0

8

0

2

0

Find Steed (V,S)

Flaming Sphere (V,S,M) (C)

5

0

9

0

SPELLS KNOWN

Features and Subclass

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Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning

Source: Race (Gnome)

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer's Lore

Source: Race (Rock Gnome)

Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply. Tinker.

Generic Feature

Source:

You have proficiency with artisans tools (tinkers tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options:

Clockwork Toy: This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter: The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when

Criminal Contact

Source: Background (Criminal)

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Spells and Incantations

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Animal Friendship

Enchantment Level 1

Casting Time: 1 action

Range: 30 ft

Components: V, S, M (A morsel of food)

Duration: 24 hours

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

+2 and the extra damage increases to 2d4. When you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

Beacon of Hope

Abjuration Level 3 (concentration)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

Arms of Hadar

Conjuration Level 1

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: instantaneous

You invoke the power of Hadar, the Dark Hunger.

Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Blade Ward

Evocation Cantrip

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: 1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Find Steed

Conjuration Level 2

Casting Time: 10 minutes

Range: 60 ft

Components: V, S

Duration: Instantaneous

You summon a spirit that assumes the form of an unusually intelligent, strong and loyal steed, creating a long lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff. (Your DM might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, fey or fiend (your choice) instead of its normal type. Additionally if your steed has an intelligence of 5 or less, its intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

The steed serves as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight

Elemental Weapon

Transmutation Level 3 (concentration)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

A nonmagical weapon you touch becomes a magic weapon. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits.

At Higher Levels When you cast this spell using a spell slot of 5th or 6th level, the bonus to attack rolls increases to

as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While the steed is within 1 mile of you, you can communicate with it telepathically.

You cannot have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

Flaming Sphere

Conjuration Level 2 (concentration)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)

Duration: Concentration, up to 1 minute

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Guidance

Divination Cantrip (concentration)

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Mage Hand

Conjuration Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magical items, or carry more than 10 pounds.