

Warwar

CHARACTER NAME

4 Warlock (The First Vampire)

LEVEL & CLASS

Andrew

PLAYER NAME

Soldier

BACKGROUND

Warforged

RACE

2,700

EXPERIENCE

6,500

Next Level

STRENGTH

+2

14

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

-1

8

WISDOM

0

10

CHARISMA

+3

16

+2 STR ☐ -1 INT
+2 DEX ☒ +2 WIS
+2 CON ☒ +5 CHA

RESISTANCES

Poison

Magic can't put me to sleep;
Immune to disease and magical
aging effects; Adv. on saves vs.
poison

SAVING THROWS

+2 Acrobatics (Dex)
0 Animal Handling (Wis)
-1 Arcana (Int)
+4 Athletics (Str)
+5 Deception (Cha)
-1 History (Int)
0 Insight (Wis)
+5 Intimidation (Cha)
+1 Investigation (Int)
0 Medicine (Wis)
-1 Nature (Int)
0 Perception (Wis)
+3 Performance (Cha)
+3 Persuasion (Cha)
-1 Religion (Int)
+4 Sleight of Hand (Dex)
+2 Stealth (Dex)
0 Survival (Wis)
+4 Thieves' Tools (Dex)

SKILLS

38

31
MAXIMUM
HIT POINTS

+2
PROFICIENCY
BONUS

17
ARMOR
CLASS

Temporary Hit Points:

38

CURRENT HIT POINTS

+2

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVED

LEVEL DIE USED

4 d8+2

HIT DICE

ENCUMBERED

20 ft

30 ft

SPEED

FEATURE

MAX

RECOVER

USED

LIMITED FEATURES

ACTIONS

Pact of the Blade

False Life

BONUS ACTIONS

Drain Life

REACTIONS

ACTIONS

ATTACK NAME

PROF ABILITY

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

Pact Longbow

✓ Dex

150/600 ft

+5

1d8+3

Piercing

Ammunition, heavy, two-handed; Counts as magical

DESCRIPTION

Pact Greatsword

✓ Str

Melee

+5

2d6+3

Slashing

Heavy, two-handed; Counts as magical

Pact Pike

✓ Str

Melee

+5

1d10+3

Piercing

Heavy, reach, two-handed; Counts as magical

Pact Maul

✓ Str

Melee

+5

2d6+3

Bludgeoning

Heavy, two-handed; Counts as magical

Drain Life

✓ Cha

Melee

+5

3

Necrotic

Magical (1d6 + cha mod (3))

ATTACKS: WEAPONS & CANTRIPS

10

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME

TOTAL

Arrows

20

AMMUNITION

NAME

TOTAL

AMMUNITION

I can use an action to re-summon it in any form and can dismiss it as no action

- ◆ Fiendish Vigor (Eldritch Invocation, PHB 111)

I can cast False Life on myself at will, without using a spell slot or material components

- ◆ Improved Pact Weapon (Eldritch Invocation, XGtE 57)

I can use any pact weapon I create as my spellcasting focus for warlock spells

Any pact weapon I create is a +1 magic weapon, if it isn't already a magic weapon

I can now also conjure a shortbow, longbow, or light or heavy crossbow as my pact weapon

- ◆ Eldritch Versatility (Optional Warlock 4, TCoE 70) [ASI = Ability Score Improvement]

Whenever I gain an ASI from the warlock class, I can change one of the following things:

- I can replace one warlock cantrip with another cantrip from the warlock spell list
- I can replace my pact boon for another
- If I have Mystic Arcanum, I can replace one spell from it with another of the same level

- Thirsting Blade.

NOTES

ADVENTURING GEAR	#	LB		ADVENTURING GEAR	#	LB
SUBTOTAL				SUBTOTAL		

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT: Moderately Armored [PHB 168]

I gain proficiency with medium armor and shields. [+1 Strength or Dexterity]

FEAT:

FEAT:

FEAT:

MAGIC ITEM: Ring of high magic Attuned
3 charges, 1cl 3 res a.i.s
D/n

MAGIC ITEM: ☐ AttunedMAGIC ITEM: ☐ AttunedMAGIC ITEM: ☐ AttunedMAGIC ITEM: ☐ Attuned

MAGIC ITEMS



Warwar

CHARACTER NAME

Plant	6 months	Medium	6'1"	282
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral				
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

Modest

LIFESTYLE

DAILY PRICE

1 gp

ENEMIES

CHARACTER HISTORY

Just woke up one day. Before that though was some vampire's boredom project of what happens when you put a pot of awakening in animated armor.



Warwar

CHARACTER NAME

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

SPELL SLOTS

WARLOCK SPELLS

Charisma

SPELLCASTING ABILITY

+5

ATTACK MODIFIER

DC 13

SAVING THROW DC

CANTRIPS (0 LEVEL)										
SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.	
Eldritch Blast	Spell attack for 1 beam(s), each 1d10 Force damage; beams can be combined or split	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	237	
Green-Flame Blade	Melee wea atk with cast; if hit: 0 Fire dmg, 1 crea in 5 ft 0+3 (Cha) Fire dmg	—	Evoc	1 a	S:5-ft rad	S,M,f	Instantaneous	T	107	
Sword Burst	All crea in range save or 1d6 Force damage	Dex	Conj	1 a	S:5-ft rad	V	Instantaneous	T	115	

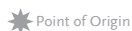
1ST LEVEL										
SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.	
Armor of Agathys	5+5/SL temp HP; as long as temp HP last any crea that hits in melee takes 5+5/SL Cold dmg	—	Abjur	1 a	Self	V,S,M	1 h	P	215	
Arms of Hadar	2d6+1d6/SL Necrotic dmg; save halves; on failed save no reactions until next turn	Str	Conj	1 a	S:10-ft rad	V,S	Instantaneous	P	215	
^{At Will} False Life	I gain 1d4+4 temporary hit points for the duration	—	Necro	1 a	Self	V,S	1 h	P	239	
Hex	1 crea +1d6 Necrotic dmg from my atks; dis. on chosen ability checks; SL3: conc, 8h; SL5: conc, 24h	—	Ench	1 bns	90 ft	V,S,M	Conc, 1 h	P	251	

2ND LEVEL										
SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.	
Mirror Image	Create three illusionary duplicates of me; destroyed if hit; randomize attacks; AC 10 + my Dex mod	—	Illus	1 a	Self	V,S	1 min (D)	P	260	
Misty Step	I teleport 30 feet to a unoccupied space I can see	—	Conj	1 bns	Self	V	Instantaneous	P	260	

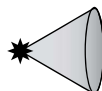
PLAYER REFERENCE



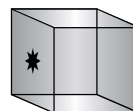
LINE



Point of Origin



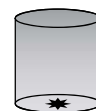
CONE



CUBE



SPHERE



CYLINDER

AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Ready a spell requires concentration and expends the spell slot.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (ONE ATTACK)

Normal attack if up to normal range (first number). Disadvantage on the attack if up to long range (second number). Disadvantage on the attack if a hostile that is not incapacitated is within 5 ft and can see the attacker.

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK)

(DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage on the weapon attack roll if the item is being held with two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK)

(DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell

COVER

(PHB 196)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

BLINDED

Fail checks involving sight.

Attacks have disadvantage.

Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer.

Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight.

Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks.

Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws.

Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws.

Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage.

Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws.

Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly.

Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings.

Drop everything. Fail Str and Dex saving throws.

Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT	Out to range, perceive without sight.	
DARKVISION	Out to range, treat dim light as bright light. Can't see colors.	
TRUESIGHT	Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.	

LIGHT & VISION

(PHB 183)

PACE	MINUTE	HOUR	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

TRAVEL PACE

(PHB 182)

ENVIRONMENT

(PHB 183)