

Warwar

CHARACTER NAME

3 Warlock (The First Vampire)

LEVEL & CLASS

Andrew

PLAYER NAME

Soldier

BACKGROUND

Warforged

RACE

900

EXPERIENCE

2,700

Next Level

31 15

STRENGTH

+2

14

DEXTERITY

+2

13

CONSTITUTION

+2

14

INTELLIGENCE

-1

8

WISDOM

0

10

CHARISMA

+3

16

RESISTANCES

Poison

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

SAVING THROWS

SKILLS

Acrobatics (Dex) +1

Animal Handling (Wis) 0

Arcana (Int) -1

Athletics (Str) +4

Deception (Cha) +5

History (Int) -1

Insight (Wis) 0

Intimidation (Cha) +5

Investigation (Int) +1

Medicine (Wis) 0

Nature (Int) -1

Perception (Wis) 0

Performance (Cha) +3

Persuasion (Cha) +3

Religion (Int) -1

Sleight of Hand (Dex) +3

Stealth (Dex) +1

Survival (Wis) 0

Thieves' Tools (Dex) +3

MAXIMUM HIT POINTS 24

PROFICIENCY BONUS +2

ARMOR CLASS 13

Temporary Hit Points: 8

CURRENT HIT POINTS 4

INITIATIVE +2

SUCCESSES

FAILURES

DEATH SAVES

LEVEL 3

DIE d8+2

USED 1

HIT DICE

ENCUMBERED 20 ft

30 ft

SPEED

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED

ACTIONS

Pact of the Blade

False Life

BONUS ACTIONS

Drain Life

REACTIONS

ACTIONS

AC 11

Armor Leather Armor

Shield

Dex 21

Magic

Misc 1

Misc Integrated Protection

ARMOR

INSPIRATION

13

ABILITY SAVE DC

CHARISMA

ARMOR

Light Medium Heavy Shields

WEAPONS

Simple Martial Other Weapons:

LANGUAGES

Common

Ostoyan

TOOLS & OTHERS

Thieves' Tools

Dice

Vehicles (land)

PROFICIENCIES

10

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME Bolts

TOTAL 20

AMMUNITION

NAME

TOTAL

AMMUNITION

ATTACK NAME

Pact Heavy Crossbow

DESCRIPTION

Ammunition, heavy, loading, two-handed; Counts as magical

TO HIT +4

DAMAGE 1d10+2

DAMAGE TYPE Piercing

Pact Glaive

DESCRIPTION

Heavy, reach, two-handed; Counts as magical

TO HIT +5

DAMAGE 1d10+3

DAMAGE TYPE Slashing

Pact Pike

DESCRIPTION

Heavy, reach, two-handed; Counts as magical

TO HIT +5

DAMAGE 1d10+3

DAMAGE TYPE Piercing

Pact Warhammer

DESCRIPTION

Versatile (1d10); Counts as magical

TO HIT +5

DAMAGE 1d8+3

DAMAGE TYPE Bludgeoning

Drain Life

DESCRIPTION

Magical

TO HIT +5

DAMAGE 3

DAMAGE TYPE Necrotic

ATTACKS: WEAPONS & CANTRIPS

- ♦ Pact Magic (Warlock 1, PHB 107) [2 cantrips & 4 spells known; 2× 2nd-level spell slot]
 - ▮ I can cast warlock cantrips/spells that I know, using Charisma as my spellcasting ability
 - ▮ I can use an arcane focus as a spellcasting focus for my warlock spells
 - ▮ I regain these spell slots on a short rest

When I use the Attack action or cast a spell, I can use a bonus action on the same turn to make a melee spell attack against a creature within 5 feet of me. My attack deals necrotic damage equal to 1d6 + my Charisma ability modifier on a hit.

When I hit a creature with this feature, I can expend a warlock spell slot to deal an extra 1d8 necrotic damage to the target, plus another 1d8 per level of the spell slot. When I expend a spell slot to enhance the attack in this way, I regain hit points equal to the total damage dealt.

I have darkvision out to a range of 60 feet. If I already have darkvision, increase the range by 60 feet.

Use the "Choose Feature" button above to add Eldritch Invocations to the third page

Whenever I gain a warlock level, I can replace an invocation I know with another

As an action, I can create a pact weapon in my empty hand; I'm proficient in its use
I can choose the type of melee weapon every time I create it, and it has those statistics
The weapon disappears if it is more than 5 ft away from me for 1 minute
The weapon counts as magical; I can transform a magic weapon into my pact weapon
This occurs over an hour-long ritual that I can perform during a short rest
I can use an action to re-summon it in any form and can dismiss it as no action

Griener's Wound
internal Breeding
HP 1/2.

ADVENTURING GEAR	#	LB
Backpack, with:		5
- Crowbar		5
- Hammer		3
- Pitons	10	0.25
- Torches	10	1
- Tinderbox		1
- Rations, days of	10	2
- Waterskin		5
- Hemp rope, feet of	50	0.2
SUBTOTAL		61.5

ADVENTURING GEAR		#	LB
	Bag With Mechanical's plate	1	1
	Bread & Plate		
	SUBTOTAL EQUIPMENT		

ADVENTURING GEAR	#	LB
Common clothes		3
Insignia of rank		
Trophy from fallen enemy		
Bone dice or playing cards		
Belt pouch (with coins)		1
Leather Armor		10
Light Crossbow	1	5
Crossbow bolts	20	0.08
ATTUNED MAGICAL ITEMS		
SUBTOTAL		20.5

MorePurpleMoreBetter's D&D 5th edition Character Record Sheet v13.0.8+210929 (Printer Friendly)

Made by loost Wiinen (mpmb@flapkan.com); Design taken from character sheet TM & © 2014 Wizards of the Coast LLC

I approach problems head-on. A simple, direct course is the best path to a solution. I can stare down a owlbear without flinching.

PERSONALITY TRAITS

Nation: My city, state, or people are the only things that matter.
(Any)

IDEALS

Those who fight with me are those worth laying down my life for.

BONDS

I uphold the law, even if the law causes suffering.

FLAWS

Feature Name: **Military Rank**

I have a military rank from my career as a soldier. Soldiers loyal to my former military organization still recognize my authority and influence. I can invoke my rank to influence soldiers and temporarily requisition simple equipment or horses. I can usually gain access to friendly military encampments and fortresses where my rank is recognized.

BACKGROUND FEATURE

Warforged (+2 Constitution and +1 to one other ability score)

Warforged Resilience: I do not need to sleep, eat, drink, or breathe.

Sentry's Rest: To benefit from a long rest, I need to enter an inactive state for 6 hours, during which I am not rendered unconscious and can see and hear as normal.

Integrated Protection: I gain +1 AC and I can don only armor with which I'm proficient. To don or doff armor, I must (un)incorporate it into my body over the course of 1 hour, which can be done during resting. Donned armor can't be removed against my will while I'm alive.

RACIAL TRAITS

WEIGHT CARRIED
82.2 lb

CARRYING CAPACITY
210 lb

PUSH/DRAW/LIFT
211 - 420 lb

- ◆ 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

NOTES

ADVENTURING GEAR	#	LB	ADVENTURING GEAR	#	LB
SUBTOTAL			SUBTOTAL		

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT:

FEAT: moderately ordered

FEAT:

FEAT:

FEAT:

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEMS



Warwar

CHARACTER NAME

Plant
GENDER

6 months
AGE

Medium
SIZE

6'1"
HEIGHT

282
WEIGHT

Neutral
ALIGNMENT

FAITH

HAIR

EYES

SKIN



CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

Modest

LIFESTYLE

DAILY PRICE

1 gp

ENEMIES

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.

CHARACTER HISTORY

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

Barst

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
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.
Levitate	1 crea/obj up to 500 lb save or rise vertically, up to 20 ft; 1 a (move a if self) move up/down 20 ft	Con	Trans	1 a	60 ft	V,S,M	Conc, 10 min	P	255
Misty Step	I teleport 30 feet to a unoccupied space I can see	—	Conj	1 bns	Self	V	Instantaneous	P	260

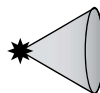
Mirror image

PLAYER REFERENCE

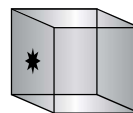


LINE

★ 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.

ENVIRONMENT

(PHB 183)

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)