

Warwar

CHARACTER NAME

Warlock 9
CLASS & LEVEL

Warforged
RACE

Militarist (Soldier)
BACKGROUND

ALIGNMENT

PLAYER NAME

48000
EXPERIENCE POINTS

STRENGTH

15

+2

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

8

-1

WISDOM

10

+0

CHARISMA

18

+4

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☐ -1 Intelligence
- ☒ +4 Wisdom
- ☒ +8 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☒ +6 Athletics (Str)
- ☒ +8 Deception (Cha)
- ☐ -1 History (Int)
- ☐ +0 Insight (Wis)
- ☒ +8 Intimidation (Cha)
- ☒ +3 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ +4 Performance (Cha)
- ☐ +4 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☒ +6 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

17

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum **66**

66 66

CURRENT HIT POINTS

0 8

TEMPORARY HIT POINTS

Total **9**

9 4

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

I approach problems head on. A simple direct course is the best path to a solution.

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PERSONALITY TRAITS

My City, state, or people are all that matter.

IDEALS

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

BONDS

I uphold the law even if the law causes suffering.

FLAWS

Features: Age, Alignment, Constructed Resilience, Creature of the Night, Drain Life, Eldritch Invocations, Eldritch Invocations: Ascendant Step, Eldritch Invocations: Eldritch Smite, Eldritch Invocations: Fiendish Vigor, Eldritch Invocations: Improved Pact Weapon, Eldritch Invocations: Thirsting Blade, Eldritch Versatility, Expanded Spell List, Integrated Protection, Languages, Moderately Armored, Nocturnal Predator, Pact Boon:

...

10

PASSIVE WISDOM (PERCEPTION)

Weapons: Simple;
Armor: Light, Medium, Shields;
Tools: ;
Languages: Common,

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

10

PP

0

Breastplate, 2 Dagger with Advantage on Deception, Gloves of Swimming and Climbing, Mask of the Pact Bearer, Maul of the Guiding Star, Unarmed Strike

EQUIPMENT

FEATURES & TRAITS



Warwar

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

Lined area for character appearance notes.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Lined area for allies and organizations notes.

Lined area for allies and organizations notes.

ADDITIONAL FEATURES & TRAITS

An Insignia Denoting Your Rank Within a Military Organization, Backpack, Bag of Holding, Component Pouch, 20 Crossbow Bolt, Crowbar, Hammer, Hempen Rope (50 feet), 10 Piton, 10 Rations (1 day), Tinderbox, 10 Torch, Trophy from Your First Battle, Waterskin

+ 2677 Gold

CHARACTER BACKSTORY

TREASURE



cha
SPELLCASTING
ABILITY

16
SPELL SAVE DC

+8
SPELL ATTACK
BONUS

0 **CANTRIPS**

- ☐ **Eldritch Blast (VS)**
- ☐ **Toll the Dead (VS)**
- ☐ **True Strike (SC)**

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1		

- ☐ **Armor of Agathys (VSM)** NAME
- ☐ **Crimson Lash (S)**
- ☐ **False Life (VSM)**
- ☐ **Hex (VSMC)**
- ☐ **Witch Bolt (VSMC)**

2

- ☐ **Levitate (VSMC)** at 1' / 1'
- ☐ **Shatter (VSM)**
- ☐ **Spider Climb (VSMC)**

3

- ☐ **Conjure Animals (VSC)**
- ☐ **Spirit Shroud (VSC)**

4

- ☐ **Dimension Door (V)**

5

- ☐ **Synaptic Static (VS)**

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SPELLS KNOWN