Name: Pretor

4

Class: Warlock (Great Old One)

Player: Jack Hollingsworth

Experience: 2.700

Next level: 6.500

### LEVEL

Background: Criminal

Race: Human (Variant) Size:

Medium Height: 5' 11" Weight: 180

Gender: M Hair: Dark

Eyes: Hazel

Skin: Sallow

# Abilities

Age: 25

Alignment: Neutral Evil

Faith: Heretic [Caramaka]

# Skills

ADV

DIS BONUS NAME (ABILITY) PROF. EXP.

ABILITY MODIFIER SAVING THROW

PROF. BONUS

# Ability save DC +2

Acrobatics (DEX)

Animal Handling (WIS)

+5

+1

= 8 + +

13

13 STR

STRENGTH

+1 +1

PROFIENCY BONUS

#### Charisma

+4 Arcana (INT)

+1 Athletics (STR)

16 DEX

DEXTERITY

CON

#### +3 +3

Senses

Passive Perception

11

Proficiency Bonus

+5 Deception (CHA)

+4 History (INT)

Insight (WIS)

+1

#### 12

CONSTITUTION

14 INT

**INTELLIGENCE**

12 WIS

WISDOM

16 CHA

CHARISMA

#### +1 +1

+2 +2

+1 +3

+3 +5

Devil's Sight 120 ft

INSPIRATION

# Limited Features

FEATURE MAX. USAGES RECOVERY USAGES

Intimidation (CHA)

+2 Investigation (INT) Medicine (WIS) Nature (INT) Perception (WIS) Performance (CHA) Persuasion (CHA) Religion (INT)

+3

|  |
| --- |
| +1 |
| +2 |
| +1 |
| +3 |
| +3 |
| +2 |
| +3 |
| +5 |

Sleight of Hand (DEX)

Saving Throw Advantages / Disadvantages

Stealth (DEX)

Survival (WIS)

+1

Thieves' Tools (DEX)

+5

SPEED

30 ft

# Combat Defense

ARMOR BONUS

14

+

AC DURING REST

+3

# Health

DEX MISC.

Initiative +

3

SPEED

ENCUMBERED

20 ft

WOUNDS

19 2

SHIELD

Breastplate

14

Shield

BONUS

|  |
| --- |
|  |
|  |
|  |
|  |
|  |
|  |
| HALF DAMAGE |

CURRENT

TEMPORARY HP

+

AC 2

+

+

1

DEXTERITY

MOD MAGIC

Thorn's Training

MEDIUM ARMOR (MAX = 2)

HEAVY ARMOR (MOD = 0)

STEALTH

DISADV.

RESISTANCE

HP 35

**MAX HIT POINTS**

###### 4 D 8 + 1

I DC10

MISC MOD 1

D + II

# Attacks

+

MISC MOD 2

ATTACKS PER ACTION

RECOVER HALF OF YOUR MAXIMUM

HIT DICE AFTER A LONG REST.

# Actions

HIT DICE

D +

LEVEL DIE CON

USED

III

WEAPON / DESCRIPTION

PROF ABILITY

RANGE

TO HIT DAMAGE DAMAGE TYPE

1

MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN.

Eldritch Blast ✔ Cha 120 ft. +5 1×1d10 Force



###### Each d10 is a separate beam requiring separate rolls (PHB 237)

Spear ✔

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Str | Melee, 20/60 ft. | +3 | 1d6+1 | Piercing |
| Dex | 80/320 ft. | +5 | 1d8+3 | Piercing |

Thrown, versatile (1d8)

Light crossbow ✔

Ammunition, loading, two-handed

Dagger ✔ Dex Melee, 20/60 ft. +5 1d4+3 Piercing

###### Finesse, light, thrown

AMMUNITION

Attack / Cast a Spell Dash / Disengage / Dodge

Escape Grapple / Help / Hide

Ready / Search / Use Object

Overrun / Tumble (or as bonus action)

As 1 attack: Disarm / Grapple / Shove

BONUS ACTIONS REACTIONS

##### Opportunity Attack

Features Racial Traits

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Check out the good stuff, Hired Killer



Background

PERSONALITY TRAITS

Human (+1 to two different ability scores of my choice)



Skills:

I gain proficiency in one skill of my choice.

Feat:

I gain one feat of my choice.



Class Features

**Armor:** Light MMedium *Heavy* Shi

**Weapons:** Si Ma tial Other:

Warlock (Great Old One), level 4:

L

Shields

Simple

Mar

O

* Pact Magic (Warlock 1, PHB 107)

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

I regain these spell slots on a short rest

* Awakened Mind (Great Old One 1, PHB 110)

I can communicate telepathically one-way to any seen creatures within 30 ft of me

* Eldritch Invocations (Warlock 2, PHB 107) [2 invocations known]

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

* Pact of the Tome (Warlock 3, PHB 107)

IDEAL

Aspiration: do what it takes to be wealthy

BOND

with an actual Great Old one-pay off a debt by creating a new religion

FLAW

Forget the plan!!!



FEAT:

Moderately Armored

Feats

Bonus feat from being a human; (PHB, page 168)

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

I have a Book of Shadows with any three cantrips of my choosing

I can cast these cantrips as long as I have the book on my person/n Regardless of the



FEAT:

lists they come from, these count as warlock cantrips to me

I can get a replacement book with a 1-hour ceremony during a short or long rest



Equipment



FEAT:



FEAT:



Background Feature

Criminal Contact

I have a reliable and trustworthy contact who acts as my liaison to a network of other

criminals. I know how to get messages to and from my contact, even over great distances;

specifically, I know the local messengers, corrupt caravan masters, and seedy sailors who

can deliver my messages.

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H AG LI T TOTAL WEIGHT



Proficiencies

Languages

Tools & Others



66 -

HEA IL E E E

STR × 5

131 -

STR × 10

130 lb.-

195 lb.

-

20 FT. SPEED

DISADV. STR, DEX, CON

PLATINUM GOLD ELECTRUM SILV

= 10 GP =10SP = 5 SP =10



A

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| --- | --- | --- |
| A G |  | W |
| Explorer's Pack |  |  |
| Focus (Crystal) |  |  |
| Healer's Kit (10) |  |  |
| Tankard |  |  |
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| A G |  | W |
| Case w/20 bolts |  |  |
| Burglar's Pack |  |  |
| Herbalist's Kit |  |  |
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196 -

STR × 15 - 30

390 lb.SPEED = 5 FT.

ER COPPER LIFESTYLE:

DAILY PRICE:

GEMS AND OTHER VALUABLES:

CP

0 lb.

GEAR & COINS

Common

Undercommon

Dice gaming set

Thieves' tools

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CHARACTER: Pretor



MAGIC ITEM:

ATTUNED



oss ssions



**Status**



Exhaustion



Magic Items

Circlet of Disguise



MAGIC ITEM:

ATTUNED



MAGIC ITEM:

ATTUNED

FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1,

PROVIDED THAT YOU ALSO INGESTED

SOME FOOD AND DRINK.

###### Blinded



Conditions



LEVEL EFFECT (CUMULATIVE)

1. Disadvantage on Ability Checks
2. Speed halved
3. Disadvantage on Attack Rolls and Saving Throws
4. Hit Point maximum halved
5. Speed reduced to 0
6. Death



Fail checks involving sight; attacks have disadvantage; enemy attacks have advantage.

###### Charmed



Cannot harm the charmer; charmer has advantage on any social interaction.

###### Deafened



Fail checks involving hearing.

###### Frightened



Check and attacks have disadvantage when source of fear is in sight; cannot willingly move closer to the source of fear.

###### Grappled



Petrified

Become incapacitated; become paralyzed; gain resistance to all damage; stop aging; immune to poison or disease; weight increase by a



MAGIC ITEM:

ATTUNED



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factor of 10.

###### Poisoned



Ability checks have disadvantage; attacks have

disadvantage.



MAGIC ITEM:

ATTUNED

###### Prone



Only move by crawling or stand up; attacks

have disadvantage; enemy attacks have

advantage if within 5 ft or have disadvantage

otherwise.



###### Restrained

Speed drops to 0.

Speed drops to 0; attacks have disadvantage; enemy attacks have advantage; Dex saving

MAGIC ITEM: ATTUNED

###### Incapacitated



Cannot take actions or reactions.

###### Invisible



Cannot be seen (normally); attacks have advantage; enemy attacks have disadvantage.

###### Paralyzed



Become incapacitated; fail Str and Dex saving throws; enemy attacks have advantage; enemy attacks within 5 ft are critical hits; cannot speak, move or take physical actions.

throws have disadvantage.

###### Stunned



Become incapacitated; fail Str and Dex saving

throws; enemy attacks have advantage; cannot move; can only speak falteringly.



MAGIC ITEM:

ATTUNED

###### Unconscious



Become incapacitated; fall prone and drop

what is holding; fail Str and Dex saving

throws; enemy attacks have advantage; enemy

attacks within 5 ft are a critical hits.



CNoomtebsat Rules

◆DRaesphelling Blast (EldritAchctiIonnvocatioYnou, PgaHiBn y1o1u1r )Speed as extra movement this turn.

* Devil's Sight (Eldritch Invocation,rePsHt oBf 1th1e0t)urn.

DiIsceannghaagvee creatures hAicttiboyn my EYlodurritcmhoBvelamsetnctadnotreispn’tbeprpouvsohkeedO1p0poftrtauwniatyyAfrtotamckms feor the

DoIdcagnesee in magical aAncdtionnonmagDiicsaalddvaanrktangeessonouAttttaock12Ro0llfstagainst you. You have Advantage

dEissacdavpaentGagreatpopslteealthArcotlilosnwhile(wAethalreitnigcs)chcahienck to be free of the grappled condition.

You give an ally Advantage on the next Ability Check or Attack

Thorn's Training -"My Armor is aSSTeRco(nAdthSlektiinc"s)+o1r tDoEDXe(xAacrdodbaMtiacxsi)mcuhmeckavnsd. onpoponent’s STR

on DEX Saving Throws.

Help

Hide

Action

Roll it makes vs. an opponent within 5 ft of you.

Overrun

Action or

Action DEX (Stealth) check vs. opponent’s WIS (Perception) check.

Win opposing STR (Athletics) check to move through opponent’s

and disadvantage if you are smaller than opponent.

You choose an action you will take in response to a trigger, using

Bonus Action space once this turn. Advantage if you are larger than opponent

Ready

Search Tumble

Action

Action

your Reaction. Readying a spell requires concentration.

You search for something.

Action or Win opposing DEX (Acrobatics) check to move through B n c e

onus Actio opponent’s spa e onc this turn.

You interact with an object.

You can interact with an object once per turn for free.

Weapon attack roll vs. opponent’s STR (Athletics) or DEX (Acrobatics) check to knock one item from its grasp. You have

~~Disarm Attack disadvantage if opponent is holding item with two or more~~

hands. Opponents larger than you have advantage. Opponents

smaller than you have disadvantage.

Win STR (Athletics) check vs. opponent’s STR (Athletics) or DEX

~~Grapple Attack (Acrobatics) check. Can only start grapple with opponents that~~

are up to one size larger than yourself.

Together with a melee attack you can mark the target of that Melee attack. Until the end of your next turn, make one opportunity

Use Object

Action

Mark

Attack attack against the marked target with advantage without

expanding your reaction.

Win opposing STR (Athletics) check to move opponent 5 ft back.

Shove

Attack

Disadvantage if trying to move the opponent to a side.

Bring grappled opponent along with you as part of your move

~~Move Grappled Move action, but can only move half speed unless opponent is two or~~  more sizes smaller than you.



**Combat Rules**

G

W G W

Dash Action You gain your Speed as extra movement this turn.

Your

acks

Disengage Action

Dodge Action

movement doesn’t provoke Opportunity Att r of the turn.

Disadvantage on Attack Rolls against you. You hav on DEX Saving Throws.

est

STR (Athletics) or DEX (Acrobatics) check vs. opp

Athl

for the

vantage nt’s STR

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Escape Grapple Action

( etics) check to be free of the grappled conditi

Help Action

Hide Action

You give an ally Advantage on the next Ability Che it makes vs. an opponent within 5 ft of you.

(Stealth) check vs. opponent’s WIS (Perceptio

Roll

DEX

r Attack

eck.

n) ch

###### Overrun

Action or Bonus Action

Win opposing STR (Athletics) check to move through opponent’s space once this turn. Advantage if you are larger than opponent and disadvantage if you are smaller than opponent.

Ready Action

Search Action

You choose an action you will take in response to a trigger, using Reaction. Readying a spell requires concentra

You search for something.

your

tion.

Action or onus Actio

Tumble B n

Use Object Action

Win opposing DEX (Acrobatics) check to mo opponent’s space once this turn.

You interact with an object.

You can interact with an object once per turn for fr Weapon attack roll vs. opponent’s STR (Athleti

through

or DEX

ve

ee.

cs)

Disarm Attack

(Acrobatics) check to knock one item from its grasp. You have

disadvantage if opponent is holding item with two or more hands. Opponents larger than you have advantage. Opponents

mal

s ler than you have disadvantage.

TOTAL WEIWGHinT STR 0(Athletics) check vs. opponent’s STTORTA(LAWthEleIGtHicTs) or D0EX

Grapple Attack

(Acrobatics) check. Can only start grapple with opponents that are up to one size larger than yourself.

Other HMoellede ingTosgether with a melee attack you can mark the target of that

###### Mark

Attack

attack. Until the end of your next turn, make one opportunity attack against the marked target with advantage without

expanding your reaction.

Shove Attack

Win opposing STR (Athletics) check to move opponent 5 ft back. Disadvantage if trying to move the opponent to a side.

Bring grappled opponent along with you as part of your move

~~Move Grappled Move action, but can only move half speed unless opponent is two~~ or

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Appearance



Organization Symbol



Enemies



**Background**



Character History

Accused of Heresy



Character Portrait



Allies & Organizations

Name: Race: Height:



ABILITY

MODIFIER

10

10

STR

STRENGTH

DEX

DEXTERITY

CON

CONSTITUTION

INT

**INTELLIGENCE**

WIS

WISDOM

0

SAVING THROW

BONUS

0

Skills

Passive Perception

SENSES / SKILL PROFICIENCIES

Attacks

ATTACK / DESCRIPTION

ATTACKS PER ACTION

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

10

0

0

0

0

Speed

10

0

0

Health

10

0

0

Defense

I DC10

10

CHA

CHARISMA

0

0

II

TEMP.

III

AC

HP

MISC.

DEX

**MAX HIT POINTS**

HIT DICE

D

+

+

**Initiative**

0

LEVEL

DIE

CON

USED

Features

Annotations

Heal

WOUNDS

0



Companion

Gender: Weight:

Age:

Size:

Medium





**Notes**

Spells: Cantrips: Eldritch Blast Mage Hand Thorn Whip (Book) Thaumaturgy (Book) Shocking Grasp (Book) Chill Touch

1st: Hex Protection from Evil/Good Arms of Hadar Dissonant Whispers 2nd: Detect Thoughts

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**Notes**