Name: Pretor

5

Class: Warlock (Great Old One)

Show extra features

Player: Jack Hollingsworth

Experience: 6.500 Add:

Next level: 14.000

## 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 [Karamaka]

# Skills

ADV

DIS BONUS NAME (ABILITY) PROF. EXP.

ABILITY MODIFIER SAVING THROW

PROF. BONUS

# Ability save DC +3

Acrobatics (DEX)

Animal Handling (WIS)

+6

+1

= 8 + +

14

13 STR

STRENGTH

+1 +1

PROFIENCY BONUS

### Charisma

+5 Arcana (INT)

+1 Athletics (STR)

16 DEX

DEXTERITY

CON

### +3 +3

Senses

Passive Perception

11

Proficiency Bonus

+6 Deception (CHA)

+5 History (INT)

Insight (WIS)

+1

### 12

CONSTITUTION

14 INT

INTELLIGENCE

12 WIS

WISDOM

16 CHA

CHARISMA

### +1 +1

+2 +2

+1 +4

+3 +6

Devil's Sight 120 ft

INSPIRATION

Limited Features SR LR Dawn

FEATURE MAX. USAGES RECOVERY USAGES

#### 3rd level Spell Slots 2 SR

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 |
| +6 |

Sleight of Hand (DEX)

### Saving Throw Advantages / Disadvantages

Stealth (DEX)

Survival (WIS)

+1

Thieves' Tools (DEX)

+6

SPEED

30 ft

# Combat Defense

ARMOR BONUS

14

+

AC DURING REST

+3

# Health

Heal

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 43

**MAX HIT POINTS**

##### 5 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. +6 2×1d10 Force

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

Spear ✔

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Str | Melee, 20/60 ft. | +4 | 1d6+1 | Piercing |
| Dex | 80/320 ft. | +6 | 1d8+3 | Piercing |

Thrown, versatile (1d8)

Light crossbow ✔

Ammunition, loading, two-handed

Dagger ✔ Dex Melee, 20/60 ft. +6 1d4+3 Piercing

##### Finesse, light, thrown

Mace +1 ✔ Str Melee +5 1d6+2 Bludgeoning

##### The Keller-Manzarek

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

Spell: Hex Opportunity Attack Spell: Hellish Rebuke



AMMUNITION

Reset Ammo

# Features Racial Traits

Get the latest version of this sheet on enworld.org

Check out the good stuff, Hired Killer



Background

PERSONALITY TRAITS

Add Features

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:

Choose Feature

Thorn's Training -"My Armor is a Second Skin" +1 to Dex add Maximum and no

L

Shields

Simple

Mar

O

disadvantage to stealth rolls while wearing chain

Warlock (Great Old One), level 5: 2 Spell Slots, 3rd Level power

* 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) [3 invocations known]

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]



FEAT:

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

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

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



FEAT:

I can cast these cantrips as long as I have the book on my person

Regardless of the 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

Add Equipment



FEAT:

|  |  |  |
| --- | --- | --- |
| A G |  | W |
| Case w/20 bolts 2.5# |  |  |
| Burglar's Pack 186# |  |  |
| Herbalist's Kit 3# |  |  |
| Light Crossbow 5# |  |  |
| Scroll Case 1# |  |  |
| 5 sheets Paper |  |  |
| Pouch 1# |  |  |
| Blanket 3# |  |  |
| Candles | 5 |  |
| Pen | 2 |  |
| Sack 1/2# | 2 |  |
| Longbow 2# |  |  |
| Quiver w/12 Arrows 1.6# |  |  |
| Club 2# |  |  |
| Dice gaming set |  |  |
| Torch 1# | 6 |  |
| Noble Finery 6# |  |  |
| Robes 4# |  |  |
| Travelers Clothes 4# |  |  |



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



Background Feature

Criminal Contact

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.

|  |  |  |
| --- | --- | --- |
| Keller Manzarek |  | 4 |
|  |  |  |
|  |  |  |
|  | | 4 |

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

I

|  |  |  |
| --- | --- | --- |
| A G |  | W |
| Explorer's Pack |  | 16 |
| Focus (Crystal) |  | 1 |
| Healer's Kit (10) |  | 3 |
| Tankard |  | 1 |
| Thieves Picks and Tools |  | 1 |
| Pouch |  | 1 |
| Whistle |  | 0 |
| Chalk | 2 | 0 |
|  |  |  |
| Healing Potion (level 2) |  | 0.5 |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
| Shield |  | 6 |
| Spear |  | 3 |
| Dagger and Sheath |  | 1 |
| Breastplate |  | 20 |
| Common Clothes |  | 3 |
|  | | 56.5 |

196 -

61.1 lb.

STR × 15 - 30

390 lb.SPEED = 5 FT.

ER COPPER LIFESTYLE:

|  |  |  |  |
| --- | --- | --- | --- |
|  | |  | |
|  | 30 DAILY PRICE: | |  |
| GEMS AND OTHER VALUABLES:  2-10 gpv | | | |

CP

GEAR & COINS

Common

Undercommon

Dice gaming set

Thieves' tools

©DESIGN BY JAVIER AUMENTE - JAAUVEL@GMAIL.COM; EDITS & FORM FIELDS BY JOOST WIJNEN - FLAPKAN@GMAIL.COM. THE D&D LOGO AND DRAGONS ARE ©WIZARDS OF THE COAST

CHARACTER: Pretor



MAGIC ITEM: Circlet of Disguise

ATTUNED



oss ssions



**Status**



Exhaustion



Magic Items

functions as a Hat of Disguise



MAGIC ITEM: Keller Manzarek

✔ ATTUNED

Mace +1, acts as a Spell Focus, Heals up to 3x level in HP (Long Rest to recharge)



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



©DESIGN BY JAVIER AUMENTE - JAAUVEL@GMAIL.COM; EDITS & FORM FIELDS BY JOOST WIJNEN - FLAPKAN@GMAIL.COM. THE D&D LOGO AND DRAGONS ARE ©WIZARDS OF THE COAST

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.

DiIsceannghaagvee creatures hAicttiboyn my EYlodurritcmhoBvelamsetnctadnotreispn’tbeprpouvsohkeed O1p0poftrtauwniatyy Afrtotamckms feor the

* Devil's Sight (Eldritch Invocation,rePsHt oBf 1th1e0t)urn.
* Book of Ancient Secrets (EldritchSTInRv(oAcathtlieotnic,sP)HoBr D1E1X0()Acrobatics) check vs. opponent’s STR

DoIdcagnesee in magical aAncdtionnonmagDiicsaalddvaanrktangeessonouAttttaock12Ro0llfstagainst you. You have Advantage

on DEX Saving Throws.

EsIccaapneadGdraanpypltewo 1sAtc-tlieovnel spel(lsAtthhlaettichsa)vcehetchketroitbueaflrteaegoftothemgyraBpopolkedocfoSnhdaitdioonw.s

HeIflpI come across spellsAwctiitohn the rYitouualgitvaega,nIaclalynAtrdavnansctraigbeeotnhethme ninetxot AmbyilibtyooCkh,eacks woreAllttack

I can cast any of these spells in mRoyllBitomokakoefsSvhs.aadnowopspaosnernittuwalist,hibnu5tfnt ootf aysoun.ormal spells

HiIdcean cast my knownAwctaiorlnock spDelElsXa(sStreiatultahl)scihfetchkevys.hoapvpeotnheentr’istWuaIlSt(aPgerception) check.

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

Spells:

Overrun

Action or Bonus Action

space once this turn. Advantage if you are larger than opponent and disadvantage if you are smaller than opponent.

CRaenatdriyps: Eldritch BlastAction

Mage Hand

TSheoarrncWh hip (Book)

Action

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

You search for something.

TThuamumbaleturgy (Book)B Action or n Win opposingc DEX e(Acrobatics) check to move through

Shocking Grasp (Book)

onus Actio opponent’s spa e onc this turn.

CUhsilel TOobucjhect

Action

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

Arms of Hadar hands. Opponents larger than you have advantage. Opponents

1Dsits:aHremx

Attack disadvantage if opponent is holding item with two or more

Dissonant Whispers HGerllaisphpRleebuke

smaller than you have disadvantage.

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

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

are up to one size larger than yourself.

2nd: Detect Thoughts 3Mrda:rMkagic Circle

Together with a melee attack you can mark the target of that Melee attack. Until the end of your next turn, make one opportunity Attack attack against the marked target with advantage without

expanding your reaction.

RSihtuoavlse(Book)

Find Familiar w1

Attack

TMenosvere'sGFrloaaptipnlgeDdisk wM1ove

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

Choose Visible Sections



**Combat Rules**

G

W G W

EDxpalsohrer's Pack ConteAncttsion You gain yo uBr uSpregeladra'ss ePxatrcakmCoovenmteennttsthis turn.

Backpack

Your

acks

mo5ve mBenatckdpoeascnk’t provoke Opportunity Att for5the

1D0i'sSetnrginagge Action

est

e Ad

r of the t uBrna.g of 1000 Ball Bearings 2

MDeossdgKeit Tinderbox

Action

Disadvan1tage on Attack Rolls against you. You hav on DEX Saving Throws.

STR (Ath1letics) or DEX (Acrobatics) check vs. opp

A3thl

Bell

vantage

nt’s STR

one

on5.

TEosrccahpese Grapple Action

( etic1s) chCeacnk dtolebse free of the grappled conditi

DHaeillypRations

Roll

Action

Yo3u give2an aCllryoAwdbvaanrtage on the next Ability Che it makesHvsa.manmoeprponent within 5 ft of you.

r Att5ack

3

DEX

n)10ch

Hide Action

ck o

Hooded Lantern

(StealthP) icthoencksvs. opponent’s WIS (Perceptio

e0c.k2.5

##### Overrun

Action or Bonus Action

Win opposing STR (Athletics) check to move through oppone2nt’s space once this turn. Advantage if you are larger than opponent and disadvantage if you are smaller than opponent. 2 1

Ready Action

your

Flask Oil

You choose aDn aaciltyionRyaotuiownisll take in response to a tri1g2ger, 1us0ing

Search Action

Action or onus Actio

Tumble B n

Use Object Action

ReactioTn.inRdeaedrybionxg a spell requires concentra You search foWr asotmerestkhiinng.(full)

Win opposing DEX (Acrobatics) check to mo

50' Rope (hemp)

opponent’s space once this turn. You interact with an object.

Bedroll

You can interact with an object once per turn for fr

Weapon attack roll vs. opponent’s STR (Athleti

1

8

2

thr1o0ugh

ve2

7

ee.

or DEX

cs)

Disarm Attack

tion.

(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

s ler than you have disadvantage.

TOTAL WEIWGHinT STR16(Athletics) check vs. opponent’s STTORTA(LAWthEleIGtHicTs) o1r8D6EX

mal

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

Move Grappled Move

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

©DESIGN BY JAVIER AUMENTE - JAAUVEL@GMAIL.COM; EDITS & FORM FIELDS BYmJOoOrSTeWsiIJzNeENs- sFLmAPKaAlNl@eGrMtAhILa.CnOMy. ToHuE .D&D LOGO AND DRAGONS ARE ©WIZARDS OF THE COAST



Appearance

Reset Portrait



Organization Symbol



Enemies



**Background**



Character History

Accused of Heresy



Character Portrait



Allies & Organizations

Nesserian Chord

Reset Symbol

Name: Ji'aa



Familiar

Race: Raven

Gender: Female

Age: 4



Height: 8"



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



Weight: 2#

Size: Tiny

Can deliver touch spells



**Notes**

Hide lines left column

Hide lines right column

©DESIGN BY JAVIER AUMENTE - JAAUVEL@GMAIL.COM; EDITS & FORM FIELDS BY JOOST WIJNEN - FLAPKAN@GMAIL.COM. THE D&D LOGO AND DRAGONS ARE ©WIZARDS OF THE COAST



**Notes**

**Hide lines left column**

**Hide lines right column**