Name: Pretor

6

Class: Warlock (Great Old One)

Player: Jack Hollingsworth

Experience: 14.250

Next level: 23.000

LEVEL

Background: Criminal

Race: Human (Variant) Size:

Medium Height: 5' 11" Weight: 180

Gender: M Hair: Dark

Eyes: Hazel

Skin: Sallow

Age: 25 Alignment: Neutral Evil

# Abilities

Faith: Heretic [Karamaka]

# Skills

ADV

DIS BONUS NAME (ABILITY) PROF. EXP.

ABILITY MODIFIER SAVING THROW

PROF. BONUS

# Ability save DC +3

+6 Acrobatics (DEX)

+1 Animal Handling (WIS)

= 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)

+1 Insight (WIS)

## 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

FEATURE MAX. USAGES RECOVERY USAGES

### 3rd level Spell Slots 2 SR Entropic Ward 1 SR

+3 Intimidation (CHA)

+2 Investigation (INT)

+1 Medicine (WIS)

+2 Nature (INT)

+1 Perception (WIS)

+3 Performance (CHA)

+3 Persuasion (CHA)

+2 Religion (INT)

+3 Sleight of Hand (DEX)

Saving Throw Advantages / Disadvantages

+6 Stealth (DEX)

+1 Survival (WIS)

## +6 Thieves' Tools (DEX)

SPEED

30 ft

# Combat Defense

Breastplate

ARMOR BONUS

Shield

14

AC DURING REST

14

+3

# Health

DEX MISC.

# Initiative +

3

SPEED

ENCUMBERED

20 ft

WOUNDS

##### +

19

2

+

AC 2

+

SHIELD BONUS

DEXTERITY MOD

MEDIUM ARMOR (MAX = 2)

HEAVY ARMOR (MOD = 0)

STEALTH

DISADV.

RESISTANCE

HP 52

CURRENT

TEMPORARY HP

MAGIC

##### +

1

**MAX HIT POINTS**

#### 6 D 8 + 1

I DC10

MISC MOD 1

D + II

Attacks

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

+

MISC MOD 2

ATTACKS PER ACTION

RECOVER HALF OF YOUR MAXIMUM

HIT DICE AFTER A LONG REST.

Thorn's Training

# 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

#### Thrown, versatile (1d8)

Light crossbow ✔ Dex 80/320 ft. +6 1d8+3 Piercing

#### Ammunition, loading, two-handed

|  |  |  |  |
| --- | --- | --- | --- |
| Melee, 20/60 ft. | +6 | 1d4+3 | Piercing |
| Melee | +5 | 1d6+2 | Bludgeoning |

Dagger ✔ Dex

#### Finesse, light, thrown

Mace +1 ✔ Str

#### 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

#### Entropic Ward (when attacked)



AMMUNITION

# Features

##### Get the latest version of this sheet on enworld.org

Check out the good stuff, Hired Killer



Background

PERSONALITY TRAITS

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



Racial Traits

Skills:

I gain proficiency in one skill of my choice.

Feat:

I gain one feat of my choice.



Class Features

**Armor:** Light Medium Heavy Shi

**Weapons:** Si Ma tial Other:

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 6: 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

* Entropic Ward (Great Old One 6, PHB 110) [1× per short rest]

As a reaction, when I'm attacked, I can impose disadvantage to that attack roll



FEAT:

If it misses me, I have adv. on my next attack vs. the attacker during my next turn



Equipment

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

|  |  |  |
| --- | --- | --- |
| A G |  | W |
| Explorer's Pack |  | 12 |
| Focus (Crystal) |  | 1 |
| Healer's Kit (10) |  | 3 |
| Tankard |  | 1 |
| Thieves Picks and Tools |  | 1 |
| Pouch |  | 1 |
| Whistle |  | 0 |
| Chalk | 2 | 0 |
| Book of Shadows |  | 1 |
| Healing Potion (level 2) |  | 0.5 |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
| Shield |  | 6 |
| Spear |  | 3 |
| Dagger and Sheath |  | 1 |
| Breastplate |  | 20 |
| Common Clothes |  | 3 |
|  | | 53.5 |

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. "Oxie"



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

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

H AG LI T TOTAL WEIGHT



Proficiencies

Languages

Tools & Others



A

I

196 -

58.1 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

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CHARACTER: Pretor



**Status**



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





Magic Items



MAGIC ITEM: Circlet of Disguise

ATTUNED

functions as a Hat of Disguise



Exhaustion



oss ssions

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MAGIC ITEM: Keller Manzarek

✔ ATTUNED

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



MAGIC ITEM: Wand of Fireballs

✔ ATTUNED

8 charges, casts the spell Fireball

#### Blinded



Conditions



FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1,

PROVIDED THAT YOU ALSO INGESTED

SOME FOOD AND DRINK.

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



Speed drops to 0.

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.

Petrified

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



MAGIC ITEM:

ATTUNED



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; attacks have disadvantage; enemy attacks have advantage; Dex saving



MAGIC ITEM:

ATTUNED

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.



CNotebsat 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, Fly Melee

Together with a melee attack you can mark the target of that

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.



**Combat Rules**

G

W G W

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

###### Backpack

1D0i'sSetnrginagge Action

Your mo5vemBenatckdpoeascnk’t provoke Opportunity Attacks for5the rest of the tuBrna.g of 1000 Ball Bearings 2

MDeossdgKeit Tinderbox

Action

Disadvan1tage on Attack Rolls against you. You have Advantage on DEX Saving Throws.

STR (Ath1letics) or DEX (Acrobatics) check vs. opponent’s STR

Bell

TEosrccahpese Grapple Action

(A3thletic1s) chCeacnk dtolebse free of the grappled condition5.

FHlaesklpOil

Action

Yo2u give1an aCllryoAwdbvaanrtage on the next Ability Check or Att5ack

Roll it makesHvsa.manmoeprponent within 5 ft of you. 3

Hide Action

Action or

DEX (StealthP) icthoencksvs. opponent’s WIS (Perception)10che0c.k2.5

Win opposingHSoToRd(eAdthLleatincst)ecrhneck to move through oppone2nt’s

#### Overrun

Bonus Action

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

Ready Action

You choose aDn aaciltyionRyaotuiownisll take in response to a tri1g5ger, us2ing

your ReactioTn.inRdeaedrybionxg a spell requires concentration. 1

Search Action

Tumble Action or

You search foWr asotmerestkhiinng.(full) 2 8

Win opposin5g0'DREoXpe(A(chreombapti)cs) check to move2 thr1o0ugh

Bonus Action

Bedroll

Use Object Action

Disarm Attack

opponent’s space once this turn.

You interact with an object. 7

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

TOTAL WEIWGHinT STR12(Athletics) check vs. opponent’s STTORTA(LAWthEleIGtHicTs) 9o3r .D5EX

Grapple Attack

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

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

Melee Attack

Mark

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

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Character History



Appearance



Character Portrait



Organization Symbol



Enemies



**Background**

Pretor was born to be a Warlock, but he got his start as criminal. Somewhat strong and quick as well as clever, he was used as a torpedo by the local gang of hoods, until they realized how effective he was. Imagine a menacing street prophet, if you will. He has black hair and sallow skin, with piercing hazel eyes. When not on a job, he wears a robe. As to his origin, he was a foundling, raised by a crazy old laudanum addict, who is apparently dead (he did not kill her). After her demise, circumstances turned him to the two-bit local gang and its lifestyle. His philosophy can be found in a number of poems [cf. Rob Zombie lyrics]. He will share this with people if they stay around long enough to listen. His revelations have been best served recently by devotion to Karamaka. This proved to be dangerous when Sir Gavin and his bunch of Avenar amateurs made their sweep of the village.

He still has a criminal contact as per Criminal character generation. This person is named Oxie. Oxie is the only person who does not deal with Pretor with trepidation or fear. This person is very ambitious and may not still be in the original village [but I am leaving this to the DM].



Allies & Organizations

Nesseian Chord

Name: Ji'aa



Familiar

Race: Raven

Gender: Female



Age: 4



Height: 8"



ABILITY

MODIFIER

2

8

STR

STRENGTH

DEX

DEXTERITY

CON

CONSTITUTION

INT

**INTELLIGENCE**

WIS

WISDOM

-4

SAVING THROW

BONUS

-4

Skills

Passive Perception

SENSES / SKILL PROFICIENCIES

Attacks

ATTACK / DESCRIPTION

Beak Attack

ATTACKS PER ACTION

RANGE

touch

TO HIT

+4

DAMAGE

1

DAMAGE TYPE

Piercing

14

+2

+2

-1

-1

Speed

2

-4

-4

Health

12

+1

+1

Defense

6

CHA

CHARISMA

-2

-2

MISC.

DEX

+

**Initiative**

+2

Features

Annotations

USED

D +

LEVEL DIE CON

HIT DICE

**MAX HIT POINTS**

HP

III

TEMP.

3

II

12

AC

I DC10

2

WOUNDS

Heal

10 walk, 50 fly

11

Weight: 2#

Size: Tiny

Can deliver touch spells



**Notes**

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**Notes**