Name: Pretor

9

Class: Warlock (Great Old One)

Show extra features

Player: Jack Hollingsworth

Experience: 48.211 Add:

Next level: 64.000

## LEVEL

Background: Criminal

Race: Human (Variant) Size:

###### Medium

Enforcer

Height: 5' 11"

Weight:

180

### Gender: M

Hair: Dark

Eyes: Hazel

Skin: Sallow

Age: 25 Alignment: Neutral Evil

# Abilities

Faith: Great Old One [Y]

# Skills

ADV

DIS BONUS NAME (ABILITY) PROF. EXP.

ABILITY MODIFIER SAVING THROW

PROF. BONUS

# Ability save DC +4

+7 Acrobatics (DEX)

+1 Animal Handling (WIS)

= 8 + +

16

13 STR

STRENGTH

+1 +1

PROFIENCY BONUS

Charisma

+6 Arcana (INT)

+1 Athletics (STR)

16 DEX

DEXTERITY

CON

+3 +3

Senses

Passive Perception

11

Proficiency Bonus

+8 Deception (CHA)

+6 History (INT)

+1 Insight (WIS)

### 12

CONSTITUTION

14 INT

**INTELLIGENCE**

12 WIS

WISDOM

18 CHA

CHARISMA

+1 +1

+2 +2

+1 +5

+4 +8

Devil's Sight 120 ft

INSPIRATION

Limited Features SR LR Dawn

FEATURE MAX. USAGES RECOVERY USAGES

5th level Spell Slots 2 SR

Entropic Ward 1 SR

+4 Intimidation (CHA)

+2 Investigation (INT)

+1 Medicine (WIS)

+2 Nature (INT)

+1 Perception (WIS)

+4 Performance (CHA)

+4 Persuasion (CHA)

+2 Religion (INT)

+3 Sleight of Hand (DEX)

### Saving Throw Advantages / Disadvantages

+7 Stealth (DEX)

+1 Survival (WIS)

### +7 Thieves' Tools (DEX)

SPEED

30 ft

# Combat Defense

Breastplate+1

ARMOR BONUS

Shield+1

15

AC DURING REST

15

+3

# Health

Heal

DEX MISC.

# Initiative +

3

SPEED

ENCUMBERED

20 ft

WOUNDS

###### +

21

3

+

AC 2

+

SHIELD BONUS

DEXTERITY MOD

MEDIUM ARMOR (MAX = 2)

HEAVY ARMOR (MOD = 0)

STEALTH

DISADV.

RESISTANCE

HP 71

CURRENT

TEMPORARY HP

MAGIC

###### +

1

**MAX HIT POINTS**

#### 9 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.

Agonizing Blast ✔ Cha 120 ft. +8 2×1d10+4 Force

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

Spear ✔ Str Melee, 20/60 ft. +5 1d6+1 Piercing

#### Thrown, versatile (1d8)

Shocking Grasp ✔ Cha Melee +8 2d8 Lightning

Advantage if target is wearing metal armor, target cannot take reactions until its next turn (PHB 275)

Dagger ✔ Dex Melee, 20/60 ft. +7 1d4+3 Piercing

#### Finesse, light, thrown

Mace +2 ✔ Str Melee +7 1d6+3 Bludgeoning

#### The Keller-Mandarzek

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

#### Entropic Ward (when attacked)



AMMUNITION

Reset Ammo

# Features

###### 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)



Racial Traits

Skills:

I gain proficiency in one skill of my choice.

Feat:

I gain one feat of my choice.

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

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

L

Shields

Simple

Mar

O



Class Features

**Armor:** Light Medium Heavy Shi

**Weapons:** Si Ma tial Other:

Choose Feature

disadvantage to stealth rolls while wearing chain

Warlock (Great Old One), level 9: 2 Spell Slots, 5th 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) [5 invocations known]

#### 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

Add Equipment

|  |  |  |
| --- | --- | --- |
| A G |  | W |
| Case w/20 bolts 2.5# |  |  |
| Burglar's Pack 93.5# |  |  |
| Herbalist's Kit w/poison 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# |  |  |
| Breastplate & Shield(used) 26# |  |  |
| Torch 1# | 6 |  |
| Spear 3# |  |  |
| 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 |
| Dice [gaming set] |  | 0 |
| Eye Charm |  |  |
| Healing Potion (L3) |  |  |
| Healing Rub (L2) | 2 |  |
| Healing Potion (L1) | 2 |  |
| Associated items for Teleport |  | 0.2 |
| Teleport Hoop |  | 3 |
|  |  |  |
| Book of Shadows |  | 1 |
|  |  |  |
| Shield +1 |  | 6 |
| Minotaur Spear |  | 3 |
| Dagger and Sheath | 3 | 1 |
| Breastplate +1 |  | 20 |
| Common Clothes |  | 3 |
|  | | 58.2 |

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 Mandarzek |  | 4 |
|  |  |  |
|  |  |  |
|  | | 4 |

H AG LI T TOTAL WEIGHT



Proficiencies

Languages

Tools & Others



A

I

##### 196 -

62.8 lb.

STR × 15 - 30

390 lb.SPEED = 5 FT.

ER COPPER LIFESTYLE:

|  |  |  |  |
| --- | --- | --- | --- |
|  | |  | |
|  | 30 DAILY PRICE: | |  |
| GEMS AND OTHER VALUABLES:  2-10 gpv  2-400 gpv Amethyst | | | |

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



**Status**





Magic Items



MAGIC ITEM: Circlet of Disguise

ATTUNED

functions as a Hat of Disguise (no attunement needed)



Exhaustion



oss ssions

MAGIC ITEM: Keller Mandarzek ✔ ATTUNED



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

FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1,

PROVIDED THAT YOU ALSO INGESTED

SOME FOOD AND DRINK.

©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

Mace +2, acts as a Spell Focus, Heals up to 3x level in HP (Long Rest to recharge)

Greater Restoration (Long Rest to Recharge)



MAGIC ITEM: Breastplate +1

ATTUNED

taken from Father Donnegan in Everard Keep

#### Blinded



Conditions



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.

Petrified

Become incapacitated; become paralyzed; gain resistance to all damage; stop aging; immune to poison or disease; weight increase by a factor of 10.



MAGIC ITEM: Eye Charm

ATTUNED

taken from Frostarr-looks like an eye and moves...otherwise useless



Poisoned



Ability checks have disadvantage; attacks have

disadvantage.



MAGIC ITEM: Helm of Comprehending Languages

ATTUNED

Prone



Frightened



Check and attacks have disadvantage when

Only move by crawling or stand up; attacks have disadvantage; enemy attacks have

found in the Silverwood

source of fear is in sight; cannot willingly move closer to the source of fear.

Grappled



Speed drops to 0.

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: Hoop of Teleportation

ATTUNED

Incapacitated



Cannot take actions or reactions.

throws have disadvantage.

Stunned



allows up to six beings to grasp and transport once a day

stone splinter from Horn, napkin from Baron's safe house

#### 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.

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

* DDaesvhil's Sight (EldritchAInctvioocnation,YoPuHgBai1n1y0o)ur Speed as extra movement this turn.

DiIsceanngsaeegein magical aAncdtionnonmagYiocuarl dmaorvkenmesesntoudtoetson1’t2p0rofvtoke Opportunity Attacks for the

* Book of Ancient Secrets (EldritchreIsntvoofcathteiotnu,rnP.HB 110)

DoIdcagneadd any two 1sAtc-tlieovnel spelDlsistahdavtanhtaavgee tohneArtittaucaklRtaogllstaogmainysBt yoooku. oYfoSuhhaadvoewAsdvantage

If I come across spells with the rSitTuRal(Atathgl,etIiccsa)notrraDnEsXcr(iAbcertohbeamticsin) tcohemckyvbso. ookp,paosnewnetl’ls STR

E

on DEX Saving Throws.

sIccaapnecaGstraapnyploef thesAecstipoenlls in m(AythBleotoicks)ofchSehcakdtoowbse farseeriotuf athlse,gbruatppnloetd acsonndoirtimona.l spells

* Agonizing Blast (Eldritch InvocatRioonll,iPt HmBak1es1v0s). an opponent within 5 ft of you.

HeIlcpan cast my knownAwctaiorlnock spYeollus agsivreitaunaalsllyifAtdhveaynhtaagveeotnhethreitnueaxlttAabgility Check or Attack

I can cast Levitate on mysel

* OAvsecrenrudannt Step (EldAricttcihonInovrocatWioinn,oPpHpoBsi1ng1S0T)R (Athletics) check to move through opponent’s

HiIdcean add my CharismAcatimonodifierDtEoX t(hSetedalatmh)acgheecokfvms.yopEpldornietncht’sBWlaIsSt(cPaenrcterpiption) check.

Bo

nus Action

f at

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

awnidll,diwsaitdhvoaunttasgpeelilf yslooutsaroer smmaatlleerriathl acnomoppp.o(nPeHntB. 255)

* RMeaindioyns of Chaos (EldrAicttcihonInvocaYtoiounc,hPooHsBe a1n1a1c)tion you will take in response to a trigger, using

Search

Once per long rest, I can cast CoynojuurreReEalcetmioenn. tRaelaudsyiinngg aa swpaelrllorecqkusirpeesllcsolnocte(nPtrHaBtio2n2. 5)

Action You search for something.

Tumble

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

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

onus Actio opponent’s spa e onc this turn.

You interact with an 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.

Choose Visible Sections



**Combat Rules**

G

W G W

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

Backpack

acks

Your

mo5ve mBenatckdpoeascnk’t provoke Opportunity Att for5the

1D0i'sSetnrginagge Action

e Ad

est

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

MDeossdgKeit Tinderbox

Action

Disadvan1tageCoanveAtctrayckstRaollsls against you. You hav

STR (Ath1leticBse)lolr DEX (Acrobatics) check vs. opp

on DEX Saving Throws.

vant1age

nt’s STR

one

TEosrccahpese Grapple Action

(A3thletic1s) chCeacnk dtolebse free of the grappled condition5.

FHlaesklpOil

Roll

Action

Yo2u give1an aCllryoAwdbvaanrtage on the next Ability Che it makesHvsa.manmoeprponent within 5 ft of you.

r Att5ack

3

n)10ch

DEX

Hide Action

ck o

(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.

tion.

your

Hooded Lantern

Ready Action

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

Search Action

Action or Bonus Action

Tumble

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.

Bedroll

You interact with an object.

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

(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 STR12(Athletics) check vs. opponent’s STTORTA(LAWthEleIGtHicTs) 9o4r .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

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

©DESIGN BY JA

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

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



Character History



**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].

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



Character Portrait

1st: Hex Arms of Hadar Dissonant Whispers



Appearance

Reset Portrait

Young version of Harry Dean Stanton with dark hair, sallow skin and hazel eyes. Typically wearing breastplate armor and carrying a shield and his special rod, The Keller-Mandarzek. He also frequently has a spear in his shield hand, even though he rarely uses it. If relaxing, he has favors a nicely crafted robe.

2nd: Detect Thoughts

Shadow Blade

3rd: Magic Circle

Uses his Circlet to affect disguise of a blond human ingenu warrior, dark-skinned staff-carrying female acrobat nondescript half-elven guard wearing locally appropriate livery

Fly



Enemies

4th: Banishment Dimension Door

5th: Telekinesis

Rituals (Book of Ancient Secrets gives ability to cast no matter what class) Find Familiar w1 Locate Animals and Plants d2

Ceremony c1 Gentle Repose c2

Detect Magic w1 Alarm w1

Tenser's Floating Disk w1 Purify Food & Drink c1 Detect Poison & Disease c1 Water Breathing w3 Leomund's Tiny Hut w3 Water Walk c3



Allies & Organizations

Nessian Chord-Archbishop Adrastus Thorn

Hibernian Chord-Elise and the White Ravens



Organization Symbol

Baron Arkov Vandermill

Reset Symbol

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**

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**