

Fiend Warlock - Level 5 Artisan

CLASS & LEVEL BACKGROUND

PLAYER NAME

Human

RACE ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

**STRENGTH**  
-1  
8

**DEXTERITY**  
+1  
12

**CONSTITUTION**  
+2  
14

**INTELLIGENCE**  
+2  
14

**WISDOM**  
+0  
10

**CHARISMA**  
+4  
18

**INSPIRATION**

+3  
**PROFICIENCY BONUS**

-1 Strength  
 +1 Dexterity  
 +2 Constitution  
 +1 Intelligence  
 +3 Wisdom  
 +7 Charisma  
**SAVING THROWS**

+1 Acrobatics (Dex)  
 +0 Animal Handling (Wis)  
 +5 Arcana (Int)  
 -1 Athletics (Str)  
 +7 Deception (Cha)  
 +2 History (Int)  
 +0 Insight (Wis)  
 +7 Intimidation (Cha)  
 +2 Investigation (Int)  
 +0 Medicine (Wis)  
 +5 Nature (Int)  
 +3 Perception (Wis)  
 +4 Performance (Cha)  
 +7 Persuasion (Cha)  
 +2 Religion (Int)  
 +4 Sleight of Hand (Dex)  
 +1 Stealth (Dex)  
 +0 Survival (Wis)  
**SKILLS**

13  
**PASSIVE WISDOM (PERCEPTION)**

**Languages:** Common, Infernal  
**Armour:** Light  
**Weapons:** Simple Weapons  
**Tools:** Weaver's Tools

**OTHER PROFICIENCIES & LANGUAGES**

14  
**ARMOR CLASS**

Hit Point Maximum 38

**CURRENT HIT POINTS**

TEMPORARY HIT POINTS

+1  
**INITIATIVE**

30  
**SPEED**

Total 508  
**HIT DICE**

SUCCESSSES  
FAILURES  
DEATH SAVES

**PERSONALITY TRAITS**

**IDEALS**

**BONDS**

**FLAWS**

**NAME** ATK BONUS DAMAGE/TYPE

**Eldritch Blast\*** +7 1d10 +4 Force x2

**Produce Flame** +7 2d8 Fire

**Dagger\*\*** +4 1d4+1 Piercing

\*Eldritch Blast creates 2 beams. Roll an ATK roll for each, and deal 1d10 Force damage for each successful hit.

\*\*You can throw a dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.

**ATTACKS & SPELLCASTING**

**FACT MAGIC |**  
Through occult ceremony, you have formed a pact with a mysterious entity to gain magical powers. The entity is a voice in the shadows—its identity unclear—but its boon to you is concrete: the ability to cast spells.

**ARMOUR OF SHADOWS |**  
You can cast 'MAGE ARMOUR' on yourself at will, without expending a spell slot. (This is already calculated under your 'Armour')

**REPELLING BLAST |**  
When you hit a creature with 'ELDRITCH BLAST', you can push the creature up to 10 ft. away from you in a straight line.

**DEVIL'S SIGHT |**  
You can see normally in Dim Light and Darkness—both magical and nonmagical—within 120 feet of yourself.

**GIFT OF THE DEPTHS |**  
You can breathe underwater, and you gain a Swim Speed equal to your Speed.

You can also cast Water Breathing once without expending a spell slot. You regain the ability to cast it in this way again when you finish a Long Rest.

**DARK ONE'S BLESSING |**  
When you reduce an enemy to 0 Hit Points, you gain Temporary Hit Points equal to your Charisma modifier plus your Warlock level (minimum of 1 Temporary Hit Point). You also gain this benefit if someone else reduces an enemy within 10 feet of you to 0 Hit Points.

**MAGICAL CUNNING |** (Once per Long Rest)  
You can perform an esoteric rite for 1 minute. At the end of it, you regain expended 1 Pact Magic spell slots

**FAST CRAFTING |** (Once per Long Rest)  
At the end of a Long Rest, you can craft a basket, rope, net, or tent. This item lasts until the end of your next Long Rest

**RESOURCEFUL |** (Once per Long Rest)  
At the end of each Long Rest, you gain Heroic Inspiration. You can expend this to reroll one dice of your choice, but you must accept the second roll.

**FEATURES & TRAITS**

**EQUIPMENT**

- Arcane orb
- Dagger
- Sickle
- Leather Armour
- Backpack, Bedroll, Water Skin.
- 5 rations
- Weaver's Tools



# WARLOCK

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

**0** CANTRIPS

- Eldritch Blast
- Mage Hand
- Minor Illusion

**3** **2**

- Fireball
- Stinking Cloud

**6**

**1** SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

SPELL NAME

- Burning Hands
- Hex
- Hellish Rebuke
- Mage Armour (Armour of Shadows)
- Scorching Ray
- Tasha's Hideous Laughter

**4**

**7**

**2**

- Darkness
- Hold Person
- Suggestion

**5**

**8**

**9**

**9**