

Ekemon

CHARACTER NAME

Warlock 6

CLASS & LEVEL

Tiefling

RACE

Charlatan

BACKGROUND

Chaotic Neutral

ALIGNMENT

Brett DaSilva

PLAYER NAME

14000

EXPERIENCE POINTS

STRENGTH

10

DEXTERITY

12

1

CONSTITUTION

16

3

INTELLIGENCE

1

12

WISDOM

12

1

CHARISMA

18

4

INSPIRATION

3

PROFICIENCY BONUS

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

SAVING THROWS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- 6 Deception (Cha)
- History (Int)
- Insight (Wis)
- 6 Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

SKILLS

14

ARMOR CLASS

1

INITIATIVE

SPEED

Hit Point Maximum

47

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

Creativity. Never run from the same con twice

IDEALS

Powerful person killed someone I love

BONDS

Can't resist swindling people more powerful than me

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Light Crossbow 1 1d8

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Infernal
Common
50% heat resist

Agonizing Blast add Charisma bonus to Eldritch blast damage

Eldritch site. Cast detect magic at will. Range 30 ft

Cast Darkness once per day. Get back after long rest.

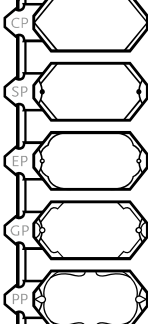
Mask of Many Faces

Cast Disguise self at will Without expending a spell slot.

Entropic Ward

At 6th level, you learn to magically ward yourself against attack and to turn an enemy's failed strike into good luck for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

OTHER PROFICIENCIES & LANGUAGES



EQUIPMENT

FEATURES & TRAITS



19	6'2	220
AGE	HEIGHT	WEIGHT
Red	Red	Black
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

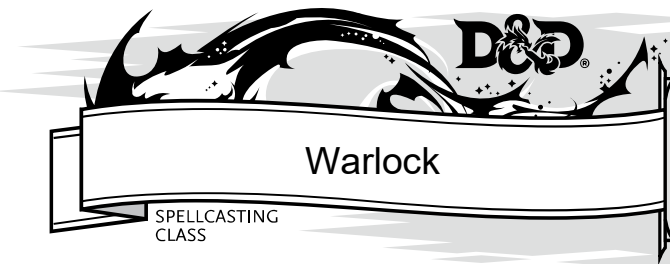
TREASURE

2 Healing potions 1d4+2

Rod of the pact keeper +1
While holding this rod, you gain a bonus to spell attack rolls and to the saving throw DCs of your warlock spells. The bonus is determined by the rod's rarity. In addition, you can regain 1 warlock spell slot as an action while holding the rod. You can't use this property again until you finish a long rest.

Cloak of protection-You gain a +1 bonus to AC and saving throws while you wear this cloak.

Bag of Holding



Warlock

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

15

SPELL SAVE DC

6

SPELL ATTACK BONUS

0 CANTRIPS

- Blade Ward
- Eldritch Blast
- Chill Touch
- Sacred Flame
- Mage Hand
- Spare the Dying
- Armor of Agathys

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1		

- PREPARED**
- SPELL NAME
- Witch Bolt
 - Charm Person
 - Arms of Hadar
 - Dissonant Whispers
 - Hellish Rebuke
 - Disguise self
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- Misty Step
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- Evards Black Tentacles
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SPELLS KNOWN