

Warlock 3 - Chaos

Criminal - Burglar

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Rock Gnome

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

10

DEXTERITY

12

CONSTITUTION

15

INTELLIGENCE

10

WISDOM

13

CHARISMA

15

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ - Strength
- ☐ +1 Dexterity
- ☐ +2 Constitution
- ☐ - Intelligence
- ☒ +3 Wisdom
- ☒ +4 Charisma

SAVING THROWS

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

SKILLS

12

ARMOR CLASS

+1

INITIATIVE

25'

SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8 (5)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

mace

+2

1d6

lgt xbow*

+3

1d8 + 1

daggers*

+3

1d4 + 1

*dagger finesse, light, thrown (range 20/60)

*light crossbow ammo (range 80/320), loading, two handed

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

common, gnomish

Tools: tinker tools, thief's tools, game set (cards)

Weapon: simple

Armor: light

OTHER PROFICIENCIES & LANGUAGES

CP

15

leather armor, mace, light crossbow, bolts (20), dagger (2)

SP

crowbar, dark common clothing with hood, deck of cards, pouch

EP

arcane focus, backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, a waterskin, 50' hemp rope

GP

PP

EQUIPMENT

DARKVISION 60'

GNOME CUNNING.

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

ARTIFICER'S LORE.

Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

TINKER.

You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

PACT BOON

Pact of the Tome

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

FEATURES & TRAITS

Warlock (known 4)

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

CANTRIPS

eldritch Blast (+2 TO HIT)

poison spray

vicious mockery

thorn whip

fire bolt

1

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

PREPARED

SPELL NAME

chaos bolt

Hex

RITUAL find familiar

RITUAL comprehend language

2

2

misty step

shatter

3

4

5

6

7

8

9



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

Weasel
Tiny beast, unaligned

STR 3(-4) DEX 16(+3) CON 8(-1) INT 2
(-4) WIS 12(+1)
CHA 3(-4)

ARMOR CLASS 13 HIT POINTS 1
SPEED 30 ft.

Skills Perception +3, Stealth +5
Senses Passive Perception 13

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ELDRITCH INVOCATIONS

Agonizing Blast.

When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.

Book of Ancient Secrets.

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

ADDITIONAL FEATURES & TRAITS

Strings Attached

When you take this pact at 1st level, you learn the strings your patron attached are greater than they seem. Each night, denizens from the chaotic planes visit you in your sleep to play cruel tricks but reward you with the sweetest of treats. When you finish a long rest, roll 1d6 to determine the "gifts" bestowed on you from the table in Xanathar's Lost Notes to Everything Else. When you roll for a new gift, it replaces the old one.

CHARACTER BACKSTORY

TREASURE