

Warlock 6 - Noble Genie Urchin

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Tiefling

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

10

DEXTERITY

13

+1

CONSTITUTION

16

+3

INTELLIGENCE

12

+1

WISDOM

10

-

CHARISMA

14

+2

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ - Strength
- ☐ +1 Dexterity
- ☐ +3 Constitution
- ☐ +1 Intelligence
- ☒ +3 Wisdom
- ☒ +5 Charisma

SAVING THROWS

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

SKILLS

12

ARMOR CLASS

+1

INITIATIVE

30'

SPEED

Hit Point Maximum 51

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5)

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

sickle

+3

1d4

lgt xbow*

+4

1d8 + 1

daggers*

+4

1d4 + 1

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

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

resistant to fire damage

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

common, infernal, primordial

Tools: disguise kit, thief's tools

Weapon: simple

Armor: light

OTHER PROFICIENCIES & LANGUAGES

CP

10

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

SP

small knife, map of city you grew up in, a pet mouse, token to remember your parents, common clothes, pouch

EP

GP

PP

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

EQUIPMENT

DARKVISION 30'

HELLISH RESISTANCE.
You have resistance to fire damage.

INFERNAL LEGACY.

You know the thaumaturgy cantrip. When you reach 3rd level, you can cast the hellish rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

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 7)

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

eldritch Blast
poison spray
vicious mockery
thorn whip
fire bolt
mage hand
thaumaturgy
mage armor

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

☐ shield
☐ Hex
☐
☐
☐
☐
☐
☐
☐
☐
☐ RITUAL find familiar
☐ RITUAL comprehend language

2

☐ misty step
☐ shatter
☐ hellish rebuke (1 / long rest)

3

2

☐ counterspell
☐ fly
☐ lightning bolt

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

Armor of Shadows

You can cast mage armor on yourself at will, without expending a spell slot or material components.

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.

Eyes of the Rune Keeper

You can read all writing.

NOBLE PATRONAGE (efreeti - fire)

At 1st level, your patron grants you the ability to speak Primordial. You also gain advantage on Intelligence (Arcana) checks made to identify portals to elemental planes and magical inscriptions or items created by other sha'irs, their patrons, or other genie-kind.

Additionally, you choose the one of the four types of noble genie to be your patron as shown on the Noble Genie Patrons table below. Your choice determines several of your class features as you gain level.

ADDITIONAL FEATURES & TRAITS

GEN VIZIER

At 1st level, your patron assigns a lesser genie to accompany you during your travels. The type of gen is dependent upon your patron's genie type as defined on the Noble Genie Patron table. Your gen vizier isn't required to obey your commands, although it usually tries to the best of its ability, and doesn't participate in combat.

Your companion grants you the following benefits.

Spell Fetching. (d10 - 2) (2)

You can send your gen to find and retrieve the knowledge of an additional spell you don't know. The spell must be of a level you can cast and can be from any class spell list. As a bonus action, you can request a spell for your gen to retrieve and it returns in a number of rounds equal to 1d12 minus your Charisma modifier (minimum of 1).

When the gen returns, it immediately imparts the spell knowledge to you at the beginning of your turn, which you can then cast normally by expending a spell slot. If you don't cast the spell within two rounds of receiving it, the spell knowledge disappears, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests at 6th level and three times between long rests at 14th level.

BARGAIN OF POWER

At 6th level, your gen vizier's familiarity with other beings, the magic they possess, and their desires speed its retrieval of the magic you desire. The dice for your Spell Fetching feature turns into a d10. At 14th level, it turns into a d8.

Additionally, you can expend one of these die, to gain advantage on a Charisma (Intimidation or Persuasion) check.

TREASURE

City Secrets

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

CHARACTER BACKSTORY