

Vision moved...

Rue

Character Name
Warlock 4
CLASS
Darkvision (60 ft.)
Vision

Megan Thun

Player Name
Tiefling / Humanoid
RACE
4 (4) 2700 / 6500
Character Level (CR) EXP/NEXT LEVEL

Mystra
Deity
Medium / 5 ft.
SIZE / FACE
16
AGE

None
Region
5' 0" / 125 lbs.
HEIGHT / WEIGHT
Female
GENDER

Neutral Good
Alignment
Light Raven
Hair
Red
EYES



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10		+0		
DEX Dexterity	15		+2		
CON Constitution	13		+1		
INT Intelligence	13		+1		
WIS Wisdom	8		-1		
CHA Charisma	16		+3		

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
36 hit points				Walk 30 ft.
AC armor class	12 = 10 + 0 + 0 + 2 + 0 + 0			
TOTAL	BASE	ARMOR BONUS	SHIELD BONUS	STAT
				NATURAL ARMOR
				MISC
INITIATIVE modifier	+2 = +2 + +0			
TOTAL	DEX MODIFIER	MISC MODIFIER		
Encumbrance	Light			
Proficiency Bonus	+2			

Removed AC / Extras

Proficiency Bonus

Attacks by Grapple, Melee and Ranged removed.

PROFICIENT	SAVING THROWS	TOTAL	PROFICIENCY	ABILITY	MAGIC
<input type="checkbox"/>	strength	+0 = +0 + +0 + +0			
<input type="checkbox"/>	dexterity	+2 = +0 + +2 + +0			
<input type="checkbox"/>	constitution	+1 = +0 + +1 + +0			
<input type="checkbox"/>	intelligence	+1 = +0 + +1 + +0			
<input checked="" type="checkbox"/>	wisdom	+1 = +2 + -1 + +0 + +0			
<input checked="" type="checkbox"/>	charisma	+5 = +2 + +3 + +0 + +0			

SKILL NAME	KEY ABILITY	SKILLS			
		SKILL MODIFIER	ABILITY MODIFIER	PROF. MODIFIER	MISC. MODIFIER
Acrobatics	DEX	2	= 2		+
Animal Handling	WIS	-1	= -1		+
Arcana	INT	3	= 1 + 2		+
Athletics	STR	0	= 0		+
Deception	CHA	5	= 3 + 2		+
History	INT	1	= 1		+
Insight	WIS	-1	= -1		+
Intimidation	CHA	3	= 3		+
Investigation	INT	3	= 1 + 2		+
Medicine	WIS	-1	= -1		+
Nature	INT	1	= 1		+
Perception	WIS	-1	= -1		+
Performance	CHA	3	= 3		+
Persuasion	CHA	5	= 3 + 2		+
Religion	INT	1	= 1		+
Sleight of Hand	DEX	4	= 2 + 2		+
Stealth	DEX	4	= 2 + 2		+
Survival	WIS	-1	= -1		+

✓: Proficient Skill.

*Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x0	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+2	1d6				

Special Properties: Versatile: This weapon can be used with one or two hands. A damage value in parentheses appears with the property-the damage when the weapon is used with two hands to make a melee attack. (1d8)

Crossbow, Light	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x0	5 ft.
80 ft.	320 ft.				
TH +4	+4 (Disadvantage)				
Dam 1d8+2	1d8+2				

Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x0	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d4+2				
20 ft.	60 ft.				
TH +4	+4 (Disadvantage)				
Dam 1d4+2	1d4+2				

Conditional Skill Modifiers:
Passive Perception is 9
+2 Disguise Kit
+2 Thieves' Tools

Close / Long Ranges

*: weapon is equipped

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Quarterstaff	Equipped	1	4 / 0.2
<small>Versatile: This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack. (1d8)</small>			
Crossbow, Light	Carried	1	5 / 25
<small>LongRange: 240, RangeLongMult: 4, ShortRange: 80</small>			
small knife	Carried	1	0 / 0
Dagger	Carried	1	1 / 2
<small>LongRange: 60, RangeLongMult: 3, ShortRange: 20</small>			
City Map	Carried	1	0 / 0
Pet Mouse	Carried	1	0 / 0
Token of Parents	Carried	1	0 / 0
Clothes, Common	Carried	1	3 / 0.5
Belt Pouch	Carried	1	1 / 0.5
TOTAL WEIGHT CARRIED/VALUE		14.2 lbs.	28.2gp

WEIGHT ALLOWANCE			
Light	50	Medium	100
Heavy	150		
Lift over head	50	Lift off ground	100
		Push / Drag	250

MONEY	
Coin (Gold): 10[Carried]	
Total= 10 gp	

MAGIC	
Languages	
Common, Infernal	

Other Companions	

Personality Traits	
I ask a lot of questions.	
I sleep with my back to a wall or tree, with everything I own wrapped in a bundle in my arms.	

Bonds	
I owe a debt I can never repay to the person who took pity on me.	

Ideals	
People. I help the people who help me—that's what keeps us alive. (Neutral)	

Flaws	
It's not stealing if I need it more than someone else.	

Race Traits	
Ability Score Increase	[PH, p.43]
Your Intelligence score increases by 1, and your Charisma score increases by 2.	
Darkvision	[PH, p.43]
Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.	
Hellish Resistance	[PH, p.43]
You have resistance to fire damage.	
Infernal Legacy	[PH, p.43]
You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 13.	
Languages	[PH, p.43]
You can speak, read, and write Common and Infernal.	

Class Features	
Ability Score Improvement	[PH, p.108]
When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.	
Agonizing Blast	[PH, p.110]
When you cast eldritch blast, add +3 to the damage it deals on a hit.	
Beguiling Influence	[PH, p.110]
You gain proficiency in the Deception and Persuasion skills.	
Cantrips	[PH, p.107]
You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.	
Dark One's Blessing	[PH, p.109]
Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to 7.	
Eldritch Invocations	[PH, p.107]
In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. At 2nd level, you	

gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table. Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Expanded Spell List [PH, p.109]
The Fiend lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Otherworldly Patron [PH, p.107]
At 1st level, you have struck a bargain with an otherworldly being of your choice: the Archfey, the Fiend, or the Great Old One, each of which is detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

Pact Boon [PH, p.107]
At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

Pact Magic [PH, p.107]
Your arcane research and the magic bestowed on you by your patron have given you facility with spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the warlock spell list. Spell save DC 13; Spell attack modifier +5

Pact of the Blade [PH, p.107]
You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see chapter 5 for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Spellcasting Focus [PH, p.107]
You can use an arcane focus (found in chapter 5) as a spellcasting focus for your warlock spells.

Spell Slots [PH, p.107]
The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell thunderwave, you must spend one of those slots, and you cast it as a 3rd-level spell. Slot Level: 2, spell slots 2

The Fiend [PH, p.109]
You have mastered the ways of the fiends, creatures of the lower planes of existence, a being whose nature is evil, destruction, and corruption. Such beings desire the corruption and destruction you. Fiends powerful enough to forge a pact include devils, such as Orcus, Fraz'Urb-luu, and Baphomet; archdevils such as Stoppelheles, and Belial; pit fiends and balors that are especially mighty; and ultraloths and other lords of the yugoloths.

Feats	
Ritual Caster	[PH, p.169]
[Not fully implemented] You have learned a number of spells that you can cast as rituals. These spells are written in a ritual book, which you must have in hand while casting one of them. When you choose this feat, you acquire a ritual book holding two 1st-level spells of your choice. Choose one of the following classes: bard, cleric, druid, sorcerer, warlock, or wizard. You must choose your spells from that class's spell list, and the spells you choose must have the ritual tag. The class you choose also determines your spellcasting ability for these spells: Charisma for bard, sorcerer, or wizard; Wisdom for cleric or druid; or Intelligence for wizard. If you come across a spell in written form, such as a magical spell scroll or a wizard's spellbook, you might be able to add it to your ritual book. The spell must be on the spell list for the class you chose, the spell's level can be no higher than half your level (rounded up), and it must have the ritual tag. The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.	

Proficiencies	
Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike	

Templates	
First Level	
Warlock	

Split out objects. Background, Race and Class for easier reading.

If Time exceeds space it gets moved.

Infernal Legacy Spell-like Abilities

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Hellish Rebuke	Evocation	See below	Instantaneous	60 feet	PH:p.250

TIME: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see; **[V, S]EFFECT:** You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

At Will **Thaumaturgy**

Transmutation 1 action Up to 1 minute 30 feet PH:p.282

[V]EFFECT: You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range: * Your voice booms up to three times as loud as normal for 1 minute. * You cause flames to flicker, brighten, dim, or change color for 1 minute. * You cause harmless tremors in the ground for 1 minute. * You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. * You instantaneously cause an unlocked door or window to fly open or slam shut. * You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

* =Domain/Specialty Spell

Target no longer appears if not used.

Warlock Cantrip Spell-like Abilities

Name	School	Time	Duration	Range	Source
Eldritch Blast	Evocation	1 action	Instantaneous	120 feet	PH:p.237

[V, S]EFFECT: A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

At Will **Mage Hand**

Conjuration 1 action 1 minute 30 feet PH:p.256

[V, S]EFFECT: A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

At Will **Poison Spray**

Conjuration 1 action Instantaneous 10 feet PH:p.266

[V, S]EFFECT: You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level [2d12], 11th level [3d12], and 17th level [4d12].

* =Domain/Specialty Spell

Warlock Spells

LEVEL	0	1	2	3	4	5
KNOWN	3	1	4	—	—	—
PER DAY	at will	—	2	—	—	—

LEVEL 0 / Per Day:0 / Caster Level:4

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Eldritch Blast	Evocation	1 action	Instantaneous	120 feet	PH:p.237

[V, S]EFFECT: A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

Mage Hand

Conjuration 1 action 1 minute 30 feet PH:p.256

[V, S]EFFECT: A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

Poison Spray

Conjuration 1 action Instantaneous 10 feet PH:p.266

[V, S]EFFECT: You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level [2d12], 11th level [3d12], and 17th level [4d12].

LEVEL 1 / Per Day:0 / Caster Level:4

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Armor of Agathys	Abjuration	1 action	1 hour	Self	PH:p.215

[V, S, M (a cup of water)]EFFECT: A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot level above 1st.

Hellish Rebuke

Evocation See below Instantaneous 60 feet PH:p.250

TIME: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see; **[V, S]EFFECT:** You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Hex

Enchantment 1 bonus action Concentration, up to 1 hour 90 feet PH:p.251

[V, S, M (the petrified eye of a newt)]EFFECT: You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. A remove curse cast on the target ends this spell early. At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Witch Bolt

Evocation 1 action Concentration, up to 1 minute 30 feet PH:p.289

[V, S, M (a twig from a tree that has been struck by lightning)]EFFECT: A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

LEVEL 2 / Per Day:2 / Caster Level:4

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Misty Step	Conjuration	1 bonus action	Instantaneous	Self	PH:p.260

[V]EFFECT: Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

* =Domain/Specialty Spell

Infernal Legacy Spell-like Abilities

Hellish Rebuke
At Will Thaumaturgy

Warlock Cantrip Spell-like Abilities

At Will Eldritch Blast
At Will Mage Hand
At Will Poison Spray

Rue

Tiefling

RACE

16

AGE

Female

GENDER

Darkvision (60 ft.)

VISION

Neutral Good

ALIGNMENT

Left

DOMINANT HAND

Humanoid

Race Type

Race Sub Type

Mystra

DEITY

5' 0"

HEIGHT

125 lbs.

WEIGHT

Red

EYE COLOUR

SKIN COLOUR

Light Raven, Short

HAIR / HAIR STYLE

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

None

REGION

Description:

Biography:

Character background:

Father was a warlock who made a pact with a demon along the lines of "I will give you my first born child for power" no thinking he would get married. He does, however, and I was born a tie fling due to infernal magics. I was also born into an infernal pact thanks to daddy dearest. My pact is to find and kill my warlock father because he is no longer useful to the demon I was sold to; that being said, Rue hates the fact that she was sold into slavery and is compassionate to those who have had fate forced on them, such as the poor, the widows, the orphans. She walks a chaotic good/neutral good line because she wants revenge, but only against someone evil. She tries to be good despite her infernal heritage and pact.

Cleaned up order,
items most used
appear first...



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Campaign histories example, only displaying one.

Campaign	Adventure	Party	Date	Xp	Gm
Dungeon Delve Defeated the Orcus Cult trying to open a dark portal.	Session 8	Misfits	6/7/2016	0	Andrew Maitland