

Grim

CHARACTER NAME

Warlock/The Fiend 1

CLASS & LEVEL

Sage

BACKGROUND

PLAYER NAME

Tiefling

RACE

Neutral Evil

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

6

-2

DEXTERITY

13

+1

CONSTITUTION

17

+3

INTELLIGENCE

13

+1

WISDOM

15

+2

CHARISMA

20

+5

INSPIRATION

+2

PROFICIENCY BONUS

- 2 Strength
- +1 Dexterity
- +3 Constitution
- +1 Intelligence
- +4 Wisdom
- +7 Charisma

SAVING THROWS

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

SKILLS

11

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger	+3	1d4 +1 piercing
Blowgun	+1	1d1 +1 piercing
Quarterstaff	0	1d6 -2 bludgeoning

ATTACKS & SPELLCASTING

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.

Dark One's Blessing. Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

12

PASSIVE WISDOM (PERCEPTION)

Languages. Common, Infernal

Weapon Simple

Armor Light

Tools. Leatherworkers tools, Playing card set

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



Grim

CHARACTER NAME

27

AGE

6'6"

HEIGHT

195

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Warlock

SPELLCASTING CLASS

Cha

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

CANTRIPS

Minor Illusion
Prestidigitation

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

Unseen Servant

ALL NAME

7

4

8

2

5

9

SPELLS KNOWN