

9ightb33st

CHARACTER NAME

Barbarian 5/Warlock 2
CLASS & LEVEL

Criminal
BACKGROUND

Andy
PLAYER NAME

Half-Elf
RACE

Chaotic Neutral
ALIGNMENT

EXPERIENCE POINTS

+3 PROFICIENCY BONUS

INSPIRATION

21/14
+5/2
STRENGTH

8/5 SAVING THROWS
5/2 ATHLETICS

18
+4
DEXTERITY

+4 SAVING THROWS
+4 ACROBATICS
+4 SLEIGHT OF HAND
+7 STEALTH

18
+4
CONSTITUTION

+7 SAVING THROWS

10
+0
INTELLIGENCE

SAVING THROWS
+3 ARCANA
+1 HISTORY
INVESTIGATION
NATURE
RELIGION

12
+1
WISDOM

+1 SAVING THROWS
+1 ANIMAL HANDLING
+1 INSIGHT
+1 MEDICINE
+4 PERCEPTION
+1 SURVIVAL

16
+3
CHARISMA

+3 SAVING THROWS
+6 DECEPTION
+6 INTIMIDATION
+3 PERFORMANCE
+6 PERSUASION

14 PASSIVE WISDOM (PERCEPTION)

20 ARMOR CLASS
+4 INITIATIVE
40 SPEED

HIT POINT MAXIMUM
/88
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total
5d12+2d8
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

I am always calm, no matter what the situation. I never raise my voice or let my emotions control me. I would rather make a new friend than a new enemy.
PERSONALITY TRAITS

Chains are meant to be broken, as are those who would forge them.
IDEALS

HACK THE PLANET!!!
BONDS

An innocent person is in prison for a crime that I committed. I'm okay with that.
FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Battleaxe	1d8+6/3	Slashing
Rapier	1d8+4	Piercing

1: /2
DC:14

0: Eldritch Blast, Booming Blade
1: Dissonant Whispers, Witch Bolt, Expeditious Retreat

Improved Pact Weapon
Agonizing Blast

ATTACKS & SPELLCASTING

Criminal Contact
Darkvision, 60'
Fey Ancestry (adv vs Charm)
Rage
Unarmored Defense
Reckless Attack
Danger Sense
Path: Ancestral Guardian
Ancestral Protectors
Extra Attack
Fast Movement
Patron: Nyarlathotep
Awakened Mind (telep. 30')
Pact: Blade
Eldritch Invocations

FEATURES & TRAITS

Common, Elvish,
Undercommon

Light/medium armor, shields,
simple/martial weapons

Thieves' tools, playing cards

OTHER PROFICIENCIES & LANGUAGES

Battleaxe
Rapier
Shield
Backpack
Mess kit
Torch x10
Rations x10
Waterskin
Rope x50'
Belt of Hill Giant Strength

EQUIPMENT & CHARACTER NOTES