

Taman Stormwind

CHARACTER NAME

20 Warlock (the Great Old One)

LEVEL & CLASS

PLAYER NAME

Charlatan
BACKGROUND

Human
RACE

355,000
EXPERIENCE

Next Level

STRENGTH
+2
14

DEXTERITY
+3
16

CONSTITUTION
+3
16

INTELLIGENCE
+1
12

WISDOM
0
10

CHARISMA
+5
20

RESISTANCES
Psychic

SAVING THROWS

SKILLS

- +3 Acrobatics (Dex)
- 0 Animal Handling (Wis)
- +7 Arcana (Int)
- +2 Athletics (Str)
- +11 Deception (Cha)
- +1 History (Int)
- 0 Insight (Wis)
- +11 Intimidation (Cha)
- +1 Investigation (Int)
- 0 Medicine (Wis)
- +1 Nature (Int)
- 0 Perception (Wis)
- +5 Performance (Cha)
- +5 Persuasion (Cha)
- +1 Religion (Int)
- +9 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- 0 Survival (Wis)
- Disguise & Forgery kit

163 MAXIMUM HIT POINTS

+6 PROFICIENCY BONUS

16 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+3 INITIATIVE

SUCCESSES

FAILURES

DEATH SAVES

LEVEL 20 DIE d8+3 USED

HIT DICE

ENCUMBERED 20 ft

30 ft SPEED

FEATURE	MAX	RECOVER	USED
Entropic Ward	1	SR	
Eldritch Master	1	LR	

LIMITED FEATURES

AC 13

DESCRIPTION Mage Armor

Shield

3 Dex Medium Armor Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

19 ABILITY SAVE DC

CHARISMA

ARMOR
 Light Medium Heavy Shields

WEAPONS
 Simple Martial Other Weapons:

LANGUAGES
Thieves' Cant
Common
Undercommon

TOOLS & OTHERS
Disguise kit
Forgery kit

PROFICIENCIES

ACTIONS	BONUS ACTIONS	REACTIONS
Create Thrall		Entropic Ward (when attacked)
Pact of the Blade		

ACTIONS

10 PASSIVE WISDOM (PERCEPTION)

Devil's Sight 120 ft; Witch Sight 30 ft

SENSES

NAME TOTAL

AMMUNITION

NAME TOTAL

AMMUNITION

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Agonizing Spear	✓ Cha	300 ft	+11	4×1d10+5	Force
Each d10 is a separate beam requiring separate rolls (PHB 237)					
Longsword	✓ Str	Melee	+8	1d8+2	Slashing
Versatile (1d10) + 6 dmg (pact weapon) + 1 at i dmg (magic weapon)					

ATTACKS: WEAPONS & CANTRIPS



Taman Stormwind

CHARACTER NAME

Male	45	Medium	175	70
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	Great Old One	Black	Blue	White
ALIGNMENT	FAITH	HAIR	EYES	SKIN

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CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

ORGANIZATION

SYMBOL

APPEARANCE

Comfortable LIFESTYLE DAILY PRICE 2 gp

ENEMIES

CHARACTER HISTORY

Taman Stormwind

CHARACTER NAME

1ST LEVEL | 2ND LEVEL | 3RD LEVEL | 4TH LEVEL | 5TH LEVEL | 6TH LEVEL | 7TH LEVEL | 8TH LEVEL | 9TH LEVEL

SPELL SLOTS

WARLOCK SPELLS

Charisma

SPELLCASTING ABILITY

+11

ATTACK MODIFIER

DC 19

SAVING THROW DC

CANTRIPS (0 LEVEL)

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Chill Touch	Spell attack for 1d8 Necrotic dmg; can't regain hp; undead dis. atks vs. me; +1d8 at CL 5, 11, and 17	—	Necro	1 a	120 ft	V,S	1 rnd	P	221
Eldritch Blast	Spell attack beam 1d10 Force damage; beams can be combined or split; CL5:2, CL11:3, CL17:4 beams	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	237
Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1 a to control; can't have multiple instances	—	Conj	1 a	30 ft	V,S	1 min (D)	P	256
Prestidigitation	Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/warm/texture etc.	—	Trans	1 a	10 ft	V,S	1 h (D)	P	267

1ST LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Comp. Languages (R)	Understand all spoken language or written language when touched; does not help vs. cyphers	—	Div	1 a	Self	V,S,M	1 h	P	224
^W Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
Hellish Rebuke	Cast when taking dmg, crea that dealt dmg 2d10+1d10/SL Fire dmg; save halves	Dex	Evoc	1 rea	60 ft	V,S	Instantaneous	P	250
^W Mage Armor	1 crea that isn't wearing armor has AC 13 + Dex modifier for the duration; spell ends if it dons armor	—	Abjur	1 a	Touch	V,S,M	8 h (D)	P	256
Witch Bolt	Spell attack 1d12+1d12/SL Lightning dmg; 1 a, if consecutive, for dmg again; ends if out of range	—	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P	289

2ND LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Invisibility	1+1/SL crea invisible; attacking/casting makes the crea visible; anything worn/carried also invisible	—	Illus	1 a	Touch	V,S,M	Conc, 1 h	P	254
Suggestion	1 crea save or follow understood reasonable stated course of action; ends if you or allies harm target	Wis	Ench	1 a	30 ft	V,M	Conc, 8 h	P	279

3RD LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Counterspell	Stop a spell being cast; make DC 10+SL spellcasting ability check if above the spell slot lvl used	—	Abjur	1 rea	60 ft	S	Instantaneous	P	228
Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	—	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
Fly	1+1/SL willing creatures gain fly 60 ft speed	—	Trans	1 a	Touch	V,S,M	Conc, 10 min	P	243
Hypnotic Pattern	30-ft cube all crea save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg	Wis	Illus	1 a	120 ft	S,M	Conc, 1 min	P	252
Remove Curse	1 creature or object is freed of all curses; cursed magic items break attunement with owner	—	Abjur	1 a	Touch	V,S	Instantaneous	P	271
Tongues	1 crea understands all spoken languages, all with a language can understand what it means	—	Div	1 a	Touch	V,M	1 h	P	283

4TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Banishment	1+1/SL crea save or banished; crea return if spell lasts < 1 min	Cha	Abjur	1 a	60 ft	V,S,M	Conc, 1 min	P	217
Dimension Door	Teleport yourself and 1 willing crea within 5 ft, up to 500 ft to a place you see, specify, or describe	—	Conj	1 a	500 ft	V	Instantaneous	P	233

5TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Dream	You or willing crea enters a crea's dreams, manifesting as a messenger with whom it can communicate	—	Illus	1 min	Special	V,S,M	8 h	P	236
Scrying	1 crea save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Wis	Div	10 min	Self	V,S,M,f	Conc, 10 min	P	273

6TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
^L Eyebite	1 crea/rnd within 60 ft save or either fall asleep, panicked, or sickened, your choice	Wis	Necro	1 a	Self	V,S	Conc, 1 min	P	238

7TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
^L Finger of Death	1 crea 7d8+30 Necrotic dmg; save halves; crea killed becomes zombie under your command	Con	Necro	1 a	60 ft	V,S	Instantaneous	P	241

8TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
^L Glibness	You can choose to roll a 15 on any Charisma check; magic cannot detect if you are lying	—	Trans	1 a	Self	V	1 h	P	245

9TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
^L Foresight	1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target	—	Div	1 min	Touch	V,S,M	8 h	P	244

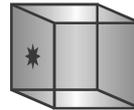
PLAYER REFERENCE



LINE



CONE



CUBE



SPHERE



CYLINDER

AREA OF EFFECT

★ Point of Origin

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Ready a spell requires concentration.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on the attack if the target is up to long range away (second number) or if a hostile is within 5 ft that is not incapacitated and can see you.

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK)

(DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK)

(DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell
COVER (PHB 196)	

BLINDED (ACTION)

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only faltering. Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED (dim light) Disadvantage on sight Perception checks

HEAVILY OBSCURED (darkness) Effectively blinded (see conditions)

BLINDSIGHT Out to range, perceive without sight.

DARKVISION Out to range, treat dim light as bright light. Can't see colors.

TRUESIGHT Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or ethereality.

LIGHT & VISION

(PHB 183)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

PACE	MINUTE	HOURLY	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth
TRAVEL PACE (PHB 182)				

ENVIRONMENT

(PHB 183)