

Warlock 8 (Ubtao)

Urchin

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Yuan-Ti Pureblood

Neutral

34,000

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

10

+0

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

14

+2

WISDOM

10

+0

CHARISMA

18

+4

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +0 Strength
- +2 Dexterity
- +2 Constitution
- +2 Intelligence
- +3 Wisdom
- +7 Charisma

SKILLS

- +2 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +2 Arcana (Int)
- +0 Athletics (Str)
- +7 Deception (Cha)
- +2 History (Int)
- +0 Insight (Wis)
- +4 Intimidation (Cha)
- +4 Investigation (Int)
- +0 Medicine (Wis)
- +2 Nature (Int)
- +0 Perception (Wis)
- +4 Performance (Cha)
- +4 Persuasion (Cha)
- +2 Religion (Int)
- +5 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +0 Survival (Wis)

12 ARMOR CLASS

+2 INITIATIVE

30 ft. SPEED

Hit Point Maximum 59

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d8 HIT DICE

SUCCESSES FAILURES DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

dagger +5 1d4+2*

eld. blast +7 1d10 (x2)

shillelagh +7 1d8+4

*thrown dagger range (20/60)

ATTACKS & SPELLCASTING

PACT OF THE TOME.
Your patron gives you a grimoire called a Book of Shadows. While the book is on your person, you can cast guidance, shillelagh, and thorn whip at will. They don't count against your number of cantrips known. 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.

AWAKENED MIND.
You can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

ENTROPIC WARD.
You've learned to magically ward yourself against attack and to turn an enemy's failed strike into good luck for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn.
Once you use this feature, you can't use it again until you finish a short or long rest.

INVOCATIONS.
Armor of Shadows.
You can cast mage armor on yourself at will, without expending a spell slot or material components.
Beast Speech.
You can cast speak with animals at will, without expending a spell slot.
Devil's Sight.
You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
Agonizing Blast.
When you cast eldritch blast, you can add your Charisma modifier to one of its damage rolls.

FEATURES & TRAITS

10 PASSIVE WISDOM (PERCEPTION)

Armor.
Light Armor

Weapons.
Simple Weapons

Tools.
Disguise Kit, Thieves' Tools

Languages.
Abyssal, Common, Draconic

OTHER PROFICIENCIES & LANGUAGES

4 daggers, quarterstaff, arcane focus (crystal), dungeoneer's pack, small knife, map of Port Nyanzaru, a pet lizard, a token to remember your parents by, common clothes, pouch

10

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

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.

BACKSTORY.
 The streets of Nyanzaru were your home, though you owe much to the kindness of those who look out for orphans. In particular, the disciples of Ubtao took you in and taught you of the wonders of their jungle god, and so you reached out to the venerable deity, and... you were surprised, alarmed even, when Ubtao reached back. Granting you strength and magic, the god has set you against the machinations of Dendar the Night Serpent, in opposition of those who most certainly abandoned you to your fate in the back alleys of the city.

CHARACTER BACKSTORY

Darkvision 60 ft.

INNATE SPELLCASTING.
 You know the poison spray cantrip. You can cast animal friendship an unlimited number of times with this trait, but you can target only snakes with it. Starting at 3rd level, you can also cast suggestion with this trait. Once you cast it, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

MAGIC RESISTANCE.
 You have advantage on saving throws against spells and other magical effects.

POISON IMMUNITY.
 You are immune to poison damage and the poisoned condition.

ADDITIONAL FEATURES & TRAITS

TREASURE

