

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

+2 STR +1 INT  
+3 DEX +6 WIS  
+3 CON +11 CHA

RESISTANCES

Psychic

SAVING THROWS

+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

SKILLS

163

MAXIMUM  
HIT POINTS

+6

PROFICIENCY  
BONUS

16

ARMOR  
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+3

INITIATIVE

SUCCESSSES

FAILURES

DEATH  
SAVES

LEVEL DIE USED

20 d8+3

HIT DICE

ENCUMBERED

20 ft

30 ft

SPEED

FEATURE

MAX

RECOVER

USED

Entropic Ward

1

SR

Eldritch Master

1

LR

LIMITED FEATURES

ACTIONS

BONUS ACTIONS

REACTIONS

Create Thrall

Pact of the Blade

Entropic Ward (when attacked)

ACTIONS

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)

DESCRIPTION

Longsword

✓ Str

Melee

+8

1d8+2

Slashing

Versatile (1d10) + 6 dmg (pact weapon) + 1 i dmg (magic weapon)

ATTACKS: WEAPONS & CANTRIPS

10

PASSIVE WISDOM (PERCEPTION)

Devil's Sight 120 ft; Witch Sight 30 ft

SENSES

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

- **Awakened Mind (the Great Old One 1, PHB 110)**
  - I can communicate telepathically one-way to any seen creatures within 30 ft of me
- **Pact Magic (Warlock 1, PHB 107) [4 cantrips & 15 spells known]**
  - I can cast warlock cantrips/spells that I know, using Charisma as my spellcasting ability
  - I can use an arcane focus as a spellcasting focus
  - I regain these spell slots on a short rest
- **Eldritch Invocations (Warlock 2, PHB 107) [8 invocations known]**
  - Use the "Choose Features" button above to add Eldritch Invocations to the third page
- **Pact of the Blade (Warlock 3, PHB 107)**
  - As an action, I can create a pact weapon in my empty hand; I'm proficient in its use
  - I can choose the type of melee weapon every time I create it, and it has those statistics
  - The weapon disappears if it is more than 5 ft away from me for 1 minute
  - The weapon counts as magical; I can transform a magic weapon into my pact weapon
  - This occurs over an hour-long ritual that I can perform during a short rest
  - I can use an action to re-summon it in any form and can dismiss it as no action
- **Entropic Ward (the Great Old One 6, PHB 110) [1× per short rest]**
  - As a reaction, when I'm attacked, I can impose disadvantage to that attack roll
  - If it misses me, I have adv. on my next attack vs. the attacker during my next turn
- **Thought Shield (the Great Old One 10, PHB 110)**
  - No one can read my mind unless I allow it; I have resistance to psychic damage
  - When I take psychic damage, the dealer of the psychic damage takes the same amount
- **Mystic Arcanum (Warlock 11, PHB 108) [6th, 7th, 8th, and 9th level]**
  - I can choose one spell from the warlock spell list of each level mentioned above
  - I can cast these spells each once per long rest without needing to use a spell slot
- **Create Thrall (the Great Old One 14, PHB 110)**
  - As an action, I can charm an incapacitated humanoid by touch
  - While it is charmed, I can communicate with it telepathically if it is on the same plane
  - This lasts until the charm is removed (can be by Remove Curse) or I use this again
- **Eldritch Master (Warlock 20, PHB 108) [1× per long rest]**
  - I can regain all used pact magic spells slots by spending 1 minute entreating my patron

- **Agonizing Blast** (Eldritch Invocation, PHB 110)  
I can add my Charisma modifier to the damage of my Eldritch Blast cantrip
- **Devil's Sight** (Eldritch Invocation, PHB 110)  
I can see in magical and nonmagical darkness out to 120 ft
- **Eldritch Spear** (Eldritch Invocation, PHB 111)  
My Eldritch Blast cantrip has a range of 300 ft
- **Lifedrinker** (Eldritch Invocation, PHB 111)  
My pact weapon does extra necrotic damage equal to my Charisma modifier
- **Thirsting Blade** (Eldritch Invocation, PHB 111)  
When taking the attack action, I can attack twice with my pact weapon
- **Armor of Shadows** (Eldritch Invocation, PHB 110)  
I can cast Mage Armor on myself at will, without spell slots or material comp. (PHB 256)
- **Witch Sight** (Eldritch Invocation, PHB 111)  
I can see the true form of creatures (shapechangers/illusions/transmutations) within 30 ft
- **Eldritch Sight** (Eldritch Invocation, PHB 110)  
I can cast Detect Magic at will, without using spell slots (PHB 231)

## NOTES

	#	LB		#	LB
ADVENTURING GEAR			ADVENTURING GEAR		
SUBTOTAL			SUBTOTAL		

### EXTRA EQUIPMENT

## OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

MAGIC ITEM:

Attuned

MAGIC ITEM:

Attuned

MAGIC ITEM:

Attuned

MAGIC ITEM:

Attuned

MAGIC ITEM:

Attuned

MAGIC ITEMS



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

CLICK HERE  
TO CHANGE  
THIS ICON

CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

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/flavor 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
<sup>At</sup> Will 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
<sup>At</sup> Will 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
Scribing	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.
<sup>1x</sup> LR 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.
<sup>1x</sup> LR 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

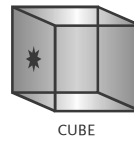
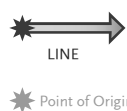
### 8TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<sup>1x</sup> LR 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.
<sup>1x</sup> LR 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



AREA OF EFFECT

## 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. Readyng 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)

## 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 you 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.

## ENVIRONMENT

(PHB 183)

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks / saves
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

EXHAUSTION (PHB 291)

## BLINDED

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 falteringly. 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 etherealness.

## LIGHT & VISION

(PHB 183)

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)