

Omedon Emi

CHARACTER NAME

Warlock 15

CLASS

15 Human

LEVEL RACE

Medium

SIZE

Fiend

SUBCLASS

Male

GENDER

Sage

BACKGROUND

180,300

EXPERIENCE

195,000

NEXT LEVEL

Greg

PLAYER NAME

v2.00



ABILITIES

8

-1

STRENGTH

- ☐ +0 SAVING THROWS
- ☐ -1 Athletics
- ☐ 0 lb. Weight Carried
- ☐ 120 lb. Max. Carry Weight
- ☐ 240 lb. Push, Drag, Lift ³

12

+1

DEXTERITY

- ☐ +2 SAVING THROWS
- ☐ +1 Acrobatics
- ☐ +1 Sleight of Hand
- ☐ +1 Stealth

14

+2

CONSTITUTION

- ☐ +3 SAVING THROWS
- ☐ 3 mins. Hold Breath
- ☐ 3 mds. Suffocating

14

+2

INTELLIGENCE

- ☐ +3 SAVING THROWS
- ☒ +7 Arcana
- ☒ +7 History
- ☒ +7 Investigation
- ☐ +2 Nature
- ☐ +2 Religion

18

+4

WISDOM

- ☒ +10 SAVING THROWS
- ☐ +4 Animal Handling
- ☐ +4 Insight
- ☐ +4 Medicine
- ☒ +9 Perception
- ☐ +4 Survival

20

+5

CHARISMA

- ☒ +11 SAVING THROWS
- ☒ +10 Deception
- ☐ +5 Intimidation
- ☐ +5 Performance
- ☐ +5 Persuasion

PASSIVE PERCEPTION

19

PASSIVE INVESTIGATION

17

ACTIVE FEATURES

NAME	USAGE	DURATION	RECOVERY	USES	USED
Dark One's Own Luck (d10 save, ab chk)	Save/Check	Instant	Short Rest	1	
Fiendish Resilience (resist chosen dmg)	Short Rest	Next Rest	Short Rest	1	
Hurl Through Hell (non-fiend10d10 psy)	On Hit	Turn ^{END}	Long Rest	1	
Luck Points	See Details	Instant	Long Rest	3	

EQUIPMENT WORN

HEAD
HEADBAND, HAT, HELMET, OR PHYLACTERY

Ioun Stone of Spell Storing (3 lvs)

EYES
EYE LENSES OR GOGGLESNECK
AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARABSHOULDERS
CLOAK, CAPE OR MANTLE
Cloak of Resistance +1RINGS
RIGHT HANDRINGS
LEFT HANDHANDS
GLOVES OR GAUNTLETSARMS / WRISTS
BRACERS OR BRACELETS
Bracers of Deflection +2BODY
ROBE OR SUIT OF ARMORTORSO
VEST, VESTMENT, OR SHIRTWAIST
BELT OR GIRDLEFEET
BOOTS, SHOES, OR SLIPPERS

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PROFICIENCIES

PROFICIENCY BONUS

+5

WEAPONS

All Simple
Unarmed strike

ARMOR

Light

TOOLS

LANGUAGES

Common
Abyssal
Infernal
Celestial

ABILITY FEATURES

HERO POINTS

HEALTH & ARMOR

ARMOR CLASS	HIT POINTS	TEMPORARY HIT POINTS	CURRENT HIT POINTS	HIT DICE TOTAL	HIT DICE USED	DEATH SAVED DC 10
16	114			15d8		<div><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></div> <div>PASS FAIL</div>

Spend one or more Hit Dice after a short rest. Regain 7 spent Hit Dice after a long rest

ARMOR	ARMOR	TYPE	DEX MOD	STRENGTH	STEALTH
Mage Armor	13	force	+1	-	-

PROPERTIES

proficient, spell (8 hr)

SHIELD	ARMOR	PROPERTIES

OTHER	ARMOR	PROPERTIES
Bracer of Deflection	+2	

DAMAGE RESISTANCE (HALF DAMAGE)

DAMAGE REDUCTION

CONDITIONS

EXHAUSTION

LEVEL

Finishing a long rest reduces your exhaustion level by 1, provided you have also ingested some food and drink

ACTIONS

Move a distance up to your speed and take one action, a possible bonus action and one reaction per turn

VISION & SENSES	ACTION	BONUS ACTION
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Devil's sight 120ft

Attack [1 times]

Cast a spell [see spell]

Pact of the Blade

Dash [move speed]

Disengage [no OAs]

Dodge [attackers disadv]

Help [target gains adv]

Hide [Stealth]

Overrun [Athletics]

Ready [use Reaction]

Search [Investigation]

Tumble [Acrobatics]

Use an Object [object(s)]

Overrun [Athletics] ^{move}

Tumble [Acrobatics] ^{move}

INITIATIVE

+6

SPEED

30 ft

AS 1 ATTACK	REACTION
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Disarm [Attack]

Grapple [Athletics]

Mark [Melee Attack]

Shove [Athletics]

Opportunity Attack (OA)

ATTACKS PER ACTION	1
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ATTACK 1	BONUS	DAMAGE	TYPE
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Eldritch Blast

+10

1d10+5

Force

PROPERTIES

120

Can Cast up to 3

AMMUNITION

ATTACK 2	BONUS	DAMAGE	TYPE
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PROPERTIES

AMMUNITION

ATTACK 3	BONUS	DAMAGE	TYPE
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PROPERTIES

AMMUNITION

ATTACK 4	BONUS	DAMAGE	TYPE
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PROPERTIES

AMMUNITION

ATTACK 5	BONUS	DAMAGE	TYPE
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PROPERTIES

AMMUNITION

ATTACK 6	BONUS	DAMAGE	TYPE
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PROPERTIES

AMMUNITION

[illegible]



CHARACTER SUMMARY



RACE, BACKGROUND, CLASS & FEATS

v2.00



Omedon Emi, Warlock 15 (Fiend)

Medium humanoid (human), chaotic good

ARMOR CLASS 16 HIT POINTS 114 REMAINING

ABILITY SCORES	STR	DEX	CON	INT	WIS	CHA
	8 -1	12 +1	14 +2	14 +2	18 +4	20 +5
SAVING THROWS	+0	+2	+3	+3	+10	+11

SKILLS

○ Acrobatics	+1	○ Insight	+4	○ Performance	+5
○ Animal Handling	+4	○ Intimidation	+5	○ Persuasion	+5
● Arcana	+7	● Investigation	+7	○ Religion	+2
○ Athletics	-1	○ Medicine	+4	○ Sleight of Hand	+1
● Deception	+10	○ Nature	+2	○ Stealth	+1
● History	+7	● Perception	+9	○ Survival	+4

Resistances

SENSES passive Perception 19

LANGUAGES Common, Abyssal, Infernal, Celestial

ACTIONS ATTACKS 1 INITIATIVE +6 SPEED 30 ft

Eldritch Blast

Spell: +10 to hit, range 120. Hit: 1d10+5 Force

Properties: Can Cast up to 3

RACE: Human

• Two different ability scores of your choice increase by 1

• Gain proficiency in one skill of your choice

• Gain one feat of your choice

• Size: Medium

• Speed: 30ft

• Languages: Common, one additional language

BACKGROUND: Sage

• Feature: Researcher

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it.

• Specialty: Wizard's apprentice

• Skills: Arcana, History

• Tools: none

• Lifestyle: Modest, 1 gp per day

• Languages: Two of your choice

CLASS: Warlock

• Armor: Light armor

• Weapons: Simple weapons

• Tools: none

• Saves: Wisdom, Charisma

• Skills: Choose 2 from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

• Pact Magic

Spell slots: regain all expended spell slots after a short or long rest.

When gaining a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which must be of a level for which you have spell slots

• Otherworldly Patron (Fiend)

• Expanded Spell List

1st (burning hands, command)

2nd (blindness/deafness, scorching ray)

3rd (fireball, stinking cloud)

4th (fire shield, wall of fire)

5th (flame strike, hallow)

• Otherworldly Patron Feature (Dark One's Blessing)

When you reduce a hostile creature to 0 hit points, gain 20 temporary hit points

• Eldritch Invocations

When gaining a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

- Armor of Shadows

You can cast mage armor on yourself at will, without expending a spell slot or material components

- Agonizing Blast

When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit

- Book of Ancient Secrets

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list. The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can cast a warlock spell you know as a ritual if it has the ritual tag.

When you find other ritual spells, you can add them to your Book of Shadows if the spell's level is equal to or less than 8 and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks required

- Eldritch Sight

You can cast detect magic at will, without expending a spell slot

- Devil's Sight

You can see normally in darkness, both magical and nonmagical, to a distance of 120ft

- Eyes of the Rune Keeper

You can read all writing

- Witch Sight

You can see the true form of any shapeshchanger or creature concealed by illusion or transmutation magic while it is within 30ft and within line of sight

• Pact Boon (Pact of the Tome)

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list, these cantrips are considered Warlock cantrips. While the book is on your person, you can cast those cantrips at will and 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. This ceremony can be performed during a short or long rest, and destroys the previous book. The book turns to ash when you die

• Ability Score Improvement / Feat: Level 4, 8, 12

• Otherworldly Patron Feature (Dark One's Own Luck)

When making an ability check or a saving throw add d10 to your roll. Do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest

• Otherworldly Patron Feature (Fiendish Resilience)

Choose one damage type when you finish a short or long rest and gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance

• Mystic Arcanum

Choose one 6th, 7th & 8th level spell from the warlock spell list, you can cast these once without expending a spell slot. You regain all uses of your Mystic Arcanum when you finish a long rest

• Otherworldly Patron Feature (Hurl Through Hell)

When you hit a creature with an attack, use this feature to instantly transport it through the lower planes It disappears and hurtles through a nightmare landscape. At the end of your next turn, it returns to the space it previously occupied, or the nearest unoccupied space. If the it is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience. Once you use this feature, you can't use it again until you finish a long rest.

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ABILITY SCORE IMPROVEMENT & FEATS

• Lucky - Human 1

- You have 3 luck points

- Whenever making an attack roll, ability check, or saving throw, spend one luck point to roll an additional d20. Choose to spend the point after rolling the die, but before the outcome is determined and which of the d20s is used for the attack roll, ability check, or saving throw

- Spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours

- If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled

- Regain expended luck points after finishing a long rest

• War Caster - Warlock 4

- Advantage on Constitution saves to maintain concentration on a spell when you take damage

- Perform somatic components of spells when you have weapons or a shield in one or both hands

SPELLCASTING

DC 18

PREPARED/KNOWN

L NAME	CAST	RANGE	DURATION	COMPONENT	TYPE
c Eldritch Blast	1 act	120 ft	instant	VS	evoc
ranged, 1d10+5 force per beam, 3 beams					
c Prestidigitation	1 act	10 ft	up to 1 hr	VS	trans
minor magical trick (sensory effect/light/snuff/clean/soil/chill/warm/odor/mark/illusory image/trinket)					
c Chill Touch	1 act	120 ft	1 rnd	VS	necro
ranged, 3d8 necrotic, can't regain HP (if undead disad to attack you) until start of your next turn					
c Mage Hand	1 act	30 ft	1 min	VS	conjur
spectral hand, action to control (move 30ft), carry 10lb; ends if > 30ft, re-cast or dismissed (action)					
c Light	1 act	touch	1 hr	VM	evoc
1 object (10ft cube), 20ft rad bright light +20ft dim (any color), ends if dismissed (action) or re-cast					
c Spare the Dying	1 act	touch	instant	VS	necro
1 creature (not undead/construct) with 0 current HP becomes stable					
c Poison Spray	1 act	10 ft	instant	VS	conjur
1 creature, 3d12 poison, con save, no damage					
1 Hellish Rebuke ^H	1 react	60 ft	instant	VS	evoc
cast when taking dmg, creature that dealt dmg 2d10 fire, dex save ½ ^H +1d10					
2 Invisibility ^H	1 act	touch	1 hr ^{CON}	VSM	illus
1 creature, invisible (including anything worn or carried) unless it attacks or casts spell ^H +1 creature					
2 Scorching Ray ^H	1 act	120 ft	instant	VS	evoc
ranged, 3 rays (separate attacks), 2d6 fire each (single or multiple targets) ^H +1 ray					
2 Mirror Image	1 act	self	1 min	VS	illus
3 illusory duplicates, AC 11, if hit roll d20 to hit duplicate instead (destroyed) on 6+ (3), 8+ (2), 11+ (1)					
2 Misty Step	1 bon	self	instant	V	conjur
teleport up to 30ft to an unoccupied space you can see					
3 Fireball ^H	1 act	150 ft	instant	VSM	evoc
20ft rad, 8d6 fire, dex save ½, unattended flammable objects ignite ^H +1d6					
4 Wall of Fire ^H	1 act	120 ft	1 min ^{CON}	VSM	evoc
1x20x60ft long wall or 1x20x20ft rad circle, on cast/end turn 5d8 fire, dex save ½ ^H +1d8 (see spell)					
4 Dimension Door	1 act	500 ft	instant	V	conjur
teleport you +1 willing creature within 5ft up to 500ft (see, visualize or describe by distance/direction)					
5 Flame Strike ^H	1 act	60 ft	instant	VSM	evoc
40 high x 10ft rad cylinder, 4d6 fire and 4d6 radiant, dex save ½ ^H +1d6					
6 Eyebite	1 act	self	1 min ^{CON}	VS	necro
1 creature per rnd within 60ft, wis save or chose Asleep, Panicked or Sickened (see spell)					
7 Finger of Death	1 act	60 ft	instant	VS	necro
1 creature, 7d8+30 necrotic, con save ½, a humanoid becomes a zombie under your command if killed					
8 Demiplane	1 act	60 ft	1 hr	S	conjur
create door (med size) to demiplane (30ft cube room), objects and creatures trapped when spell ends					