

Black Whisper

CHARACTER NAME

Warlock/The Fiend 8

CLASS & LEVEL

Half-Elf

RACE

Criminal

BACKGROUND

True Neutral

ALIGNMENT

Crawl IV GenCon 2016

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

9

-1

DEXTERITY

10

0

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

15

+2

CHARISMA

20

+5

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +1 Dexterity
- ☐ +3 Constitution
- ☐ +2 Intelligence
- ☒ +6 Wisdom
- ☒ +9 Charisma

SAVING THROWS

- ☐ -0 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☒ +4 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☒ +8 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +2 Insight (Wis)
- ☒ +8 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ +5 Performance (Cha)
- ☒ +8 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☒ +3 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

13

ARMOR CLASS

0

INITIATIVE

30

SPEED

Hit Point Maximum 66

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I always have a plan for what to do when things go wrong. The best way to get me to do something is to tell me I can't do it.

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care.

IDEALS

I'm trying to pay off an old debt I owe to a generous benefactor.

BONDS

I have a "tell" that reveals when I'm lying.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Sickle +3 1d4 -1 slashing

Crossbow, light +2 1d8 piercing

Dagger +3 1d4 -1 piercing

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Languages: Elvish, Abyssal, Common

Weapon: Simple

Armor: Light

Tools: Dice set, Thieves tools

OTHER PROFICIENCIES & LANGUAGES

CP

Wand of Binding (7: O O O O O O O)

SP

Cloak of Protection

2 Potions of Healing (2d4+2 hp: O O)

EP

Studded leather armor

DUNGEONEER'S PACK: backpack, crowbar, hammer, 10 pitons, tinderbox, 10 torches,

GP

10 days rations, waterskin, 50' hemp rope

Antitoxin Vial (1)

PP

Acid Vial (1)

EQUIPMENT

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Dark One's Blessing.

When you reduce a hostile creature to 0 hit points, you gain 13 temporary hit points.

Dark One's Own Luck

You can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can 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.

Pact of the Tome (Pact)

Your patron gives you a grimoire called a Book of Shadows. You have three cantrips already included in this spell list. While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.

Armor of Shadows (Eldritch Invocation)

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

Visions of Distant Realm (Eldritch Invocation)

You can cast *arcane eye* at will, without expending a spell slot.

note: Mage Armor and Arcane Eye are listed in "Freeform" spells in d20pro

FEATURES & TRAITS



Black Whisper

CHARACTER NAME

194 years

AGE

5'5"

HEIGHT

110 lbs.

WEIGHT

Blue

EYES

Pale

SKIN

Raven Black

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Wand of Binding (Attuned)

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Spells: While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): *hold monster* (5 charges) or *hold person* (2 charges).

Assisted Escape: While holding the wand, you can use your reaction to expend 1 charge and gain advantage on a saving throw you make to avoid being paralyzed or restrained, or you can expend 1 charge and gain advantage on any check you make to escape a grapple.

Cloak of Protection (Attuned)

You gain a +1 bonus to AC and saving throws while you wear this cloak. (Already factored into statistics)

Potion of Healing (2)

Gain 2d4+2 hp

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Warlock

SPELLCASTING
CLASS

Cha

SPELLCASTING
ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK
BONUS

0

CANTRIPS

Eldritch Blast

Mage Hand

Prestidigitation

Pact of the Tome Spells

True Strike

Shillelagh

Mending

*note: Pact of the Tome spells are listed under
"freeform" spells in d20pro*

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

Expeditious Retreat

Charm Person

Protection from Evil and Good

3

3

Dispel Magic

Fear

*note: All Warlock spells are listed under level 1
spells in d20pro for now.*

6

7

8

9

2

3

Hold Person

Shatter

*note: All Warlock spells are listed under level 1
spells in d20pro for now.*

4

2

Blight

Hallucinatory Terrain

*note: All Warlock spells are listed under level 1
spells in d20pro for now.*

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