

DUNGEONS & DRAGONS®

Melele Valentash
CHARACTER NAME

Warlock 5
CLASS & LEVEL

Human Variant
RACE

Hermit
BACKGROUND

N
ALIGNMENT

Nide
PLAYER NAME

EXPERIENCE POINTS

STRENGTH
8
-1

DEXTERITY
14
+2

CONSTITUTION
14
+2

INTELLIGENCE
10
-

WISDOM
12
+1

CHARISMA
16
+3

INSPIRATION

PROFICIENCY BONUS
+3

SAVING THROWS

- 1 Strength
- +2 Dexterity
- +2 Constitution
- Intelligence
- +4 Wisdom
- +6 Charisma

SKILLS

- +2 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +3 Arcana (Int)
- 1 Athletics (Str)
- +3 Deception (Cha)
- History (Int)
- +1 Insight (Wis)
- +6 Intimidation (Cha)
- Investigation (Int)
- +4 Medicine (Wis)
- Nature (Int)
- +4 Perception (Wis)
- +3 Performance (Cha)
- +3 Persuasion (Cha)
- +3 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +1 Survival (Wis)

ARMOR CLASS
16

INITIATIVE
+2

SPEED
30

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8
HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

Not secretive about being a warlock & has named his halberd, "Grave"

PERSONALITY TRAITS

power, truth, justice, knowledge

IDEALS

aversion to lies - honesty, discovering hidden secrets

BONDS

I've lived in isolation so long, I've forgotten basic etiquette and social norms

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Eld. Blast ⁺	+6	1d10 (x2)
Halberd	+7	1d10+4 (10ft)

+ - push 10'

* - sentinel - successful opt 4 attacks reduce move man to 0

* - polearm - making within 10' provokes opt 4

Human Variant:

- Sentinel feat
- Perception

Lvl 4 feat = Polearm master

Pact = Blade

Patron = Hexblade

Invocations:

- Devil Sight
- Repelling Blast
- Improved Pact Weapon

Hex blade's curse

- ↳ 1x per rest
- ↳ +3 dmg
- ↳ Max 20 crits
- ↳ +8 hp if killed

- Hex warrior

PASSIVE WISDOM (PERCEPTION)
14

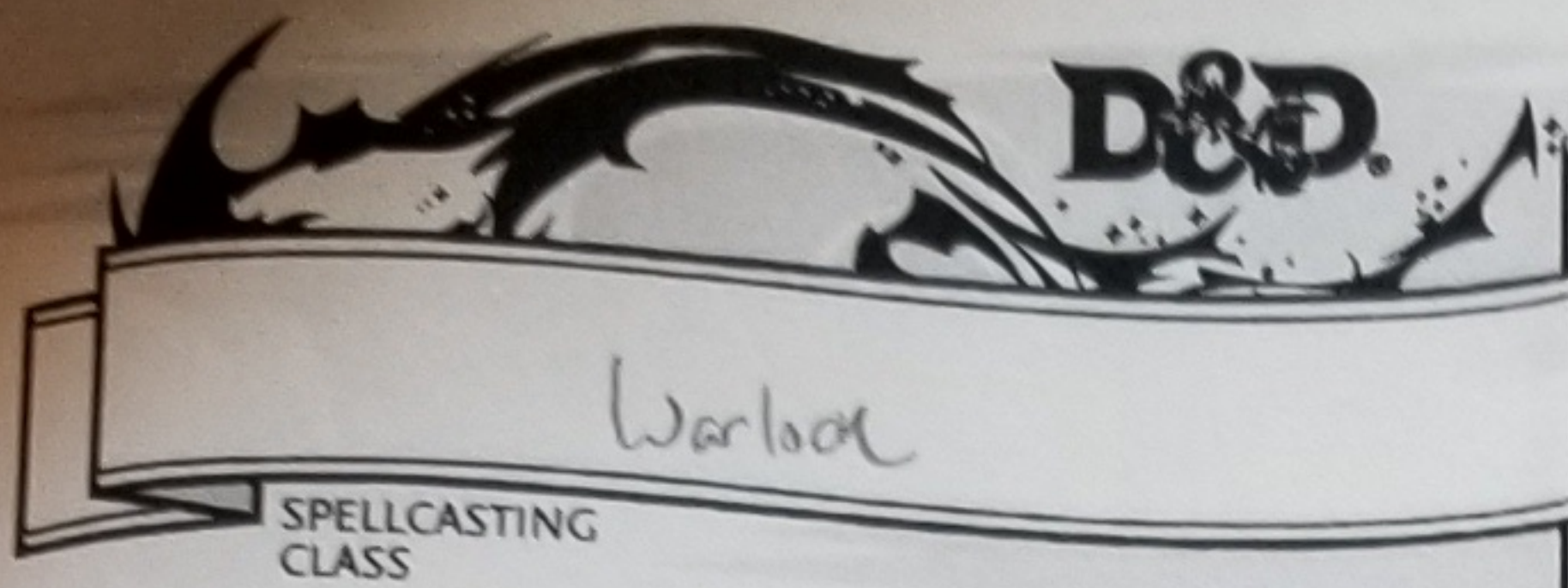
Common, Oracnic, Abyssal
Devil Sight (20')

Medium, Light, Shields
Simple & martial weapons
Herbalism kit

OTHER PROFICIENCIES & LANGUAGES

Halberd (pact weapon)
Breast plate
dungeoneer's pack
light xbow w/20 bolts
2x daggers
Common clothes
Bladder (Water)

EQUIPMENT



CHA
SPELLCASTING ABILITY

14
SPELL SAVE DC

+6
SPELL ATTACK BONUS

Spells known = 6

0 3 CANTRIPS

- Eldritch Blast
- Booming Blade
- Mage Hand

3 2

- Hunger of Hedor
- Counterspell

6

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1 SLOTS TOTAL SLOTS EXPENDED

- Shield
- Hex
- Comprehend Languages

4

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- Invisibility

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SPELLS KNOWN



CHARACTER NAME

61
AGE

5'8
HEIGHT

160
WEIGHT

Black
EYES

Whiskered, yellow
SKIN

thin Black
HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

CHARACTER BACKSTORY

Level progress

Point Buy

Lvl 4 feat = polearm master

8 STR

14 DEX

13 CON (+1)

15 CHA (+1)

10 INT

12 WIS

1005
- 420
625
+ 17
642

ADDITIONAL FEATURES & TRAITS

light crossbow w/20 bolts

arcane focus

dungeoneer's pack

leather armor

light cross bow

2 daggers

purchased

Halberd -20gp

Breastplate -400

Soll

light X-bow (+12)

leather (+5)

TREASURE