



# GRIMSLADE

Warlock 8 (Fiendish Pact)  
CLASS & LEVEL

37,060  
EXPERIENCE POINTS

Harold Johnson  
PLAYER NAME

Human  
RACE

Charlatan  
BACKGROUND

Greyhawk  
CAMPAIGN or PLAYER ID

STR  
**+0**  
11

**+3** PROFICIENCY BONUS



ARMOR CLASS (AC)



INITIATIVE



SPEED

**13**      **+2**      **30 ft.**

Armor Worn: leather armor



HIT POINTS

**59**

HIT DICE

**8d8**

DEATH SAVES: Success O O O Fail O O O

## FEATURES, TRAITS & MORE

**Alignment:** Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

### Charlatan Background [PHB p. 128]

- **Feature:** False Identity.
- **Traits:** Can't resist showing off card tricks. Dithering manner.
- **Ideal:** Never give back loot.
- **Bond:** Gives money to orphans.
- **Flaw:** Reckless for that one big score.

### Human Traits [PHB p. 29]

- Age: 25 years old
- Medium Size (5' 10", 208 lbs.)

### Warlock Class Features [PHB p. 106]

- Otherworldly Patron (The Hellduke Of Pride, a pit fiend)
- Pact Magic (all cast as 4th level spells, regain spell slots after short or long rest)
- Dark One's Blessing (when you drop an enemy to 0 h.p., you regain 8 h.p.)
- Eldritch Invocations (see below)
- Pact Boon (Pact Of The Chain, gain a fiendish quasit [MM p. 63] as your familiar)
- Misty Escape (invisible teleport 60 feet)

### Eldritch Invocations [PHB p. 110]

- Agonizing Blast (increased Eldritch Blast damage)
- Voice of the Chain Master (telepathy, senses and speech through familiar)
- One With Shadows (in dim light or darkness, become invisible as action)
- Sculptor of Flesh (*polymorph* for spell slot once betw. long rests)

### Spellcasting [PHB p. 201]

**Spell Attack Modifier +8**  
**Spell Save DC 16**



**Cantrips Known:** *Eldritch Blast, Minor Illusion, True Strike*

### Known Spells (2 spell slots)

*Charm Person, Counterspell, Crown Of Madness, Dimension Door, Dispel Magic, Fly, Hex, Mirror Image, Witch Bolt*

## SAVING THROWS

- +0 Strength Saves
  - +2 Dexterity Saves
  - +2 Constitution Saves
  - 1 Intelligence Saves
  - +4 Wisdom Saves \*
  - +8 Charisma Saves \*
- \* Prof. bonus added

## SKILLS

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

\* Prof. bonus added

**11** PASSIVE WISDOM (PERCEPTION)

## PROFICIENCIES & LANGUAGES

**Armor:** light armor

**Weapons:** simple weapons

**Tools:** disguise kit, forgery kit

**Saving Throws:** Wisdom, Charisma

**Skills:** Arcana, Deception, History, Sleight of Hand

**Languages:** Common, Infernal

## ENCUMBRANCE

**Lifting & Carrying:** 165 lbs. max. carrying capacity; 330 lbs. pushing or dragging (speed -5 ft.); 330 lbs. max. lift.

## WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

**Dagger (offhand as bonus action).** *As above but only 1d4 piercing damage.*

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft. Hit: 1d6+0 bludgeoning damage. (If used two-handed in melee, does 1d8+0 damage.)

## MAGIC & SPECIAL ATTACKS

**Eldritch Blast Cantrip.** *Ranged Spell Attack:* +8 to hit, target one creature within 120 ft. range. Hit: 1d10+5 force damage with 2 beam(s). (If more than one beam, blast can be used as multiple beams of 1d10+5, each with separate attack roll to hit as one attack action.)

## EQUIPMENT & TREASURE

**Carried Gear (PHB, p. 143):** leather armor (AC 11), two (2) daggers, quarterstaff, disguise kit (cosmetics, hair dye, props, etc.), belt pouch, set of fine clothes, tools of the con (various small convincing fakes). (This load is about 35 lbs.; add 1 lb. per 50 coins carried.)

### Magic Items (DMG p. 135)

- 2 potions of healing (2d4+2 hp)

(a) *Item attuned to character.*

**Coins & Gems:** 665 gold pieces (gp); 47 silver pieces (sp); 69 copper pieces (cp); 3 gems (worth 50 gp each)