

Ral Pather

CHARACTER NAME

Warlock 6

CLASS & LEVEL

variant Human

RACE

Outlander

BACKGROUND

Lawful Good

ALIGNMENT

TK [046]

PLAYER NAME

GM secret

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

12

1

CONSTITUTION

14

+2

INTELLIGENCE

10

0

WISDOM

14

+2

CHARISMA

18

+4

INSPIRATION

3

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ 1 Dexterity
- ☐ 2 Constitution
- ☐ 0 Intelligence
- ☒ 5 Wisdom
- ☒ 7 Charisma

SAVING THROWS

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

SKILLS

13+2

ARMOR CLASS

+1

INITIATIVE

30/30s/60f

SPEED

Hit Point Maximum 45

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

6d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I watch over my friends as if they were a litter of newborn pups.

PERSONALITY TRAITS

It is each person's responsibility to make the most happiness for the whole tribe.

IDEALS

My family, clan, or tribe is the most important thing in my life, even when they are far from me.

BONDS

I am slow to trust members of other races, tribes, and societies.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Eld. Blast

+7

2d10 Force

1/4-staff

+2

1d6-1 Blud

Familiar 11

+5

1d4+3+3d6

Ral is a lean human wielding a leatherbound tome. They smell of apricots, feel like feathers, and taste like rainbows. They have an ehczacat shell strung around their neck, a hummingbird perched on one shoulder, and a mastiff at their side.

The mastiff wears barding and is laden with Cartographer's Tools, a hunting trap, and rope.

They live at The Hilly Fields Camp and work on extending the road network Noreastwards. They avoid Arkett when possible due to the lethal hazard of exposure to the chronogriffon chick's gaze attack. Civilised folk consider Ral unrefined and uncultured; Ral considers them out-of-touch with the real world.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Weapons:

- Simple
- Unarmed Strike

Armour:

- Light armour

Tools:

- Cartographer's

Languages:

- Common
- Celestial
- Sylvan
- Infernal (via Familiar)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

EP

CP

EP

CP

EP

CP

EP

7

619

- Ral:
- set of traveller's clothes
 - trophy from an animal you killed (ehczacat)
 - Studded Leather
 - Quarterstaff
 - Spell Component Pouch
 - 5000 diamond spell component
 - Familiar income
 - Pocket of Holding One Item
 - Golden Starlight Sextant
 - Backpack
 - bottle of ink
 - ink pen
 - little bag of sand
 - small knife
 - pouch of gold
 - compass from Navigator's tools)
 - Book of Lore
 - Dagger x2
 - Map case
 - parchment crafted maps x5
 - implausibly long magical scroll
- Bark:
- hide barding
 - Saddlebags
 - bedroll
 - mess kit
 - tinderbox
 - 10 days of rations
 - waterskin
 - 50 feet of hemp rope
 - Hunting trap
 - Cartographer's tools
 - Navigator's tools
 - Shield
- Hut:
- Map case
 - maps obtained as Loot
 - chest
 - litigious teeth x2
 - sticky Envelope roze
 - despatch clockwork Hummingbird drone
 - sand-shark tooth
 - severed zombie-hand Familiar (Crawling Claw)
 - sticky dark slime
 - ancient shortword
 - The Hilly Fields Camp
 - Yowler

EQUIPMENT

Background Feature:

- Wanderer:
- You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you.
- In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.
- Acts as a +1 bonus as if it were listed Directions to anywhere you have been.

Class Features:

- Otherworldly Patron: Celestial
- Healing Light 7d6 (Bonus; 60ft)
- Eldritch Invocations:
- Gift of the Depths (water breathing, swim speed)
- Repelling Blast (push 10 away)
- Voice of the Chain Master (plane-wide intercom)
- Pact Magic
- 2X 3rd-level spell slot
- Pact Boon: Chain (Celestial Familiar in Imp form)
- flying invisibly delivers Touch spells within 100
- Invisibility, Shapechanger, Poison
- shares Magic Resistance (advantage on saves vs Spells / Magic) with Master when within 10
- shares senses with Master anywhere within same plane as an action
- attacks with reaction when Master Attacks with an action
- goes Invisible as an action
- withdraws to pocket dimension or reappears within 30 as an action
- Otherworldly Patron feature:
- resistance to Radiant energy
- any rad/fire spell damage +Cha

Feats:

- Lucky:
- reroll and choose a d20 X3 / day (attack, ability, save, incoming attack)
- Skill Expert:
- Proficiency: Persuasion
- Expertise: Survival
- Telekinetic:
- Cantrip: hidden Mage Hand
- Bonus: Str(spell save) or Shove 5 within 30

FEATURES & TRAITS



Warlock

SPELLCASTING
CLASS

Cha (+4)

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

Eldritch Blast (1 act; 120; VS; instant) 1d10Force p10 x2

Light ¶ (1 act; T; VM; 1h) 20 light; 20 dim

Mage Hand (1 act; 30; *, 1m) 10#s

Mind Sliver (1 act; 60; V; 1r) Int or 2d6Psi & -1d4 next save [TCoE]

Prestidigitation (1 act; 10; VS; 1h)

Sacred Flame ¶ (1 act; 60; VS; Inst) Dex or 2d8Rad+Cha

Wishlist: Infestation [XGtE]; Guidance

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

¶: Patron spell; ® Ritual spell

PREPARED

SPELL NAME

Comprehend Languages (1 act; Self/Touch; VSM; 1h)

Cure Wounds ¶ (1 act; Touch (fam); VS; Inst) 3d8+Cha

Find Familiar ® (1h; 30; VSM:10G)

Hex (bonus; 90; VSM; 8h) +1d6 nec; disadv (attr)

Wishlist: Hex; Armour of Agathys

2

Invisibility (1 act; Touch; VSM; 1h) 2 creatures until attack /spellcast

Misty Step (bonus; Self; V; Instant; 30)

Wishlist: Borrowed Knowledge [SCoC] Lesser Restoration ¶; Suggestion

3

2

Dispel Magic (1 act; 120; VS; Inst) DC 10+lvl if 4+

Fly (1 act; Touch; VSM; 10m) 60

Revivify ¶ (1 act; Touch (fam); VSM: 300G of diamonds) 1m to 1HP

Wishlist: Counterspell; Dispel Magic; Gaseous Form;

Major Image; Remove Curse; Thunder Step [XGtE]

4

Wishlist: Banishment; Shadow of Moil [XGtE]

5

Wishlist: Greater Restoration ¶; Teleportation Circle

6

Slotless casting:

Find Familiar (ritual) pact boon

Water Breathing (1/day) invocation

7

8

9