

Thyron, the grim Redeemer

CHARACTER NAME

Warlock

CLASS & LEVEL

Tiefling

RACE

Noble

BACKGROUND

lawful evil

ALIGNMENT

Andy

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

13

+1

CONSTITUTION

12

+1

INTELLIGENCE

14+1

+2

WISDOM

10

+0

CHARISMA

15+2

+3

INSPIRATION

+2

PROFICIENCY BONUS

- SAVING THROWS
- 1 Strength
 - +1 Dexterity
 - +1 Constitution
 - +2 Intelligence
 - +0 Wisdom
 - +3 Charisma

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

12

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum ⁹

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1D8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

If you do me an injury, I will crush you, ruin your name and salt your fields.

PERSONALITY TRAITS

Blood runs thicker than water; I need to lift the curse of my bloodline

IDEALS

Nothing is more important than the other members of my family

BONDS

I too often hear veiled insults and threats in every word addressed to me and I'm quick to anger

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Q.staff	1D6	
Dagger	1D4	(20/60)
E.Blast	1D10	force (120')

Spellcasting ability: Charisma
 Spell save DC: 13
 Spell Attack Bonus: 5

Cantrips:
 Thaumaturgy, Prestidigitation, Eldritch Blast

1st level spells: Comprehend languages, Unseen servant

ATTACKS & SPELLCASTING

+0

PASSIVE WISDOM (PERCEPTION)

languages:
 Common, Infernal, Elvish
 Proficiency:
 Playing Card set

OTHER PROFICIENCIES & LANGUAGES

- CP
- SP
- EP
- GP 25
- PP

Set of fine clothes, signet ring, scroll of pedigree, leather armor, 3 daggers (piercing, finesse, light, thrown 20/60), Quarterstaff (bludgeoning, versatile 1D8), a blank book whose pages refuse to hold any ink or etching, arcane focus (on staff), backpack, book of lore, bottle of ink, ink pen, 10 sheets of parchment, a little bag of sand, small knife

EQUIPMENT

Darkvision (60')
 Hellish Resistance
 Dark One's Blessing
 Infernal Legacy

FEATURES & TRAITS