

Reb-Lok

Reborn | Haunted One
Paladin 1 / Warlock 2

● = proficient | △ = advantage | ▽ = disadvantage | ▲ = upcast | * = area |

spellcasting ability

I8AC

29Max HP

2d8/1d10Hit Dice

+1Initiative

30ftSpeed

I4Spell DC

+6Sp. Atk

+2Prof

I6Pass. Perc

Heroic Insp.

MODS

STR+3

DEX+1

CON+3

INT-1

WIS+2

CHA+4

SAVES

STR+3

DEX+1

CON+3

INT-1

WIS+4

CHA+6

● ACTION

Spell Slots — reset on Long Rest

Concentration: ☐

Rest 1

1rst

Pact 1st · SR

● ACTION

Weapon Attacks *(1 / turn)*

NAME	HIT	DAMAGE	NOTES
MELEE · WEAPONS			
Warhammer	+5	1d8+3 / 2H 1d10+3 Bludg	Versatile · Push* · 2H needs a free hand — shield equipped
THROWN · WEAPONS & ITEMS			
Trident	+5	1d8+3 / 2H 1d10+3 Pierc	Thrown · Versatile · Topple* · 2H needs a free hand — shield equipped

** = weapon mastery trained*

● ACTION

Spells & Cantrips *· max 4 prepared*

CANTRIPS · UNLIMITED

Eldritch Blast

V/S

 +6 · 120ft · 1d10 Force

Booming Blade

S/M

 weapon atk · Self/* 5ft Sphere · 1d8 Thunder

Mind Sliver

V

 INT 14 · 60ft · 1d6 Psychic

Shocking Grasp

V/S

 +6 · Touch · 1d8 Lightning

1ST LEVEL

Cure Wounds

V/S

 Touch · 2d8+4 HP

Bane

C

V/S/M

 CHA 14 · 30ft

Tasha's Hideous Laughter

C

V/S/M

Find Familiar 10ft
▶ Pact of the Chain · You learn Find Familiar and can cast it as a Magic action without expending a spell slot. When you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack with its Reaction.

Mage Armor

V/S/M

 Touch

Long Rest

☐

● ACTION

Class Features

FEAT — TOPPLE (TRIDENT)

Topple (Trident) Topple. If you hit a creature with this weapon, you can force it to make a Con. saving throw (DC 15). On a failed save, the creature has the Prone condition.

FEAT — PUSH (WARHAMMER)

Push (Warhammer) Push. If you hit a creature with this weapon, you can push the creature up to 10 ft. straight away from you if it's Large or smaller.

WARLOCK — MAGICAL CUNNING

Magical Cunning Once per Long Rest, you can perform an esoteric rite for 1 minute, regaining up to 1 expended Pact Magic spell slots.

Long Rest

☐

Movement & Free Actions

MANEUVERABILITY

Walk 30ft Split around your action · Difficult terrain 2ft/1ft · Stand from prone ½ speed

Jump Long 16ft · High 6ft · halved from standing

Carry 240 lb · push, drag or lift 480 lb

LANGUAGES & PROFICIENCIES

Languages Common · Abyssal · Old Common · Sidhe (Ancient Elvish)

Tools Dice Set · Flute · Horn · Shawm

Attunement 0 of 3 slots spent

● ACTION

Standard Actions

COMBAT

Grapple DC 13 · target STR/DEX save (choice) · Grappled

Shove DC 13 · target STR/DEX save (choice) · Prone/pushed 5ft

DEFENSE & EVASION

Hide DEX/Stealth vs Passive Perception · become Hidden

Ready declare a trigger; hold an action/spell until it fires (uses Reaction)

Health Tracker · Max HP: 29

Rest 1 HP /29 Tmp Cond

Summon Name HP Cond

Hit Dice d8 d10

Skills

DEX	Acrobatics	+1	WIS	Insight	+4	CHA	Performance	+4
WIS	Animal Handling	+2	CHA	Intimidation	+6	CHA	Persuasion	+6
INT	Arcana	+1	INT	Investigation	-1	INT	Religion	-1
STR	Athletics	+3	WIS	Medicine	+2	DEX	Sleight of Hand	+1
CHA	Deception	+6	INT	Nature	-1	DEX	Stealth	▽ +1
INT	History	-1	WIS	Perception	+6	WIS	Survival	+4

● proficient | ◆ expertise | unmarked = ability mod only

▲ BONUS ACTION

Bonus Actions *(1 / turn)*

1ST LEVEL

Divine Smite

V

 Self · 2d8 Radiant · ▲ +1d8/slot above 1st

Armor of Agathys

V/S/M

 Self

CLASS, RACE & FEATS

Lay On Hands: As a Bonus Action, you can touch a creature (could be yourself) and restore a total of 5 HP.

Long Rest

☐

Healing Pool

Lay On Hands: Purify Poison You can expend 5 HP from the pool of healing to remove the Poisoned condition from the creature; those points don't also restore HP to the creature.

● ACTION

Item Actions

Restorative Ointment As an action, one dose of the ointment can be swallowed or applied to the skin. A creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, is cured of any disease.

None

☐

◆ REACTION

Reactions

STANDARD & ITEMS

Opportunity Attack Trigger: hostile creature leaves your reach without Disengaging → one melee attack

Passive Bonuses

RESISTANCES & VULNERABILITIES

Magical Sleep Reborn

Immunity

Necrotic Resistance Reborn

ADVANTAGE & DISADVANTAGE

Death Saving Advantage

Throws

Stealth Disadvantage · Chain Mail

RACE

Knowledge from a Past Life When you fail an ability check, you can roll 1d6 and add the number rolled to the d20.

Long Rest

☐

Everlasting You don't gain Exhaustion from dehydration, malnutrition, or suffocation. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in an inactive, motionless state, during which you retain consciousness.

FEATS

Musician As you finish a Short or Long Rest, you can play a song and give Heroic Inspiration to 2 allies who hear the song.

Echoing Soul D20 Test and roll a 1 on the d20, Constitution saving throw (DC 15). Fail: Incapacitated condition until the end of your next turn. Incapacitated this way, Speed is halved.