



# MULCELM THE UNLUCKY

Warlock 1  
CLASS & LEVEL  
Tiefling  
RACE/ANCESTRY/HERITAGE

0  
EXPERIENCE POINTS  
PLAYER NAME  
Charlatan  
BACKGROUND  
CAMPAIGN or PLAYER ID

STR  
**+0**  
10

**+2** PROFICIENCY BONUS

ARMOR CLASS (AC) 13  
INITIATIVE +2  
SPEED 30 ft.

DEX  
**+2**  
14

SAVING THROWS  
+0 Strength Saves  
+2 Dexterity Saves  
+1 Constitution Saves  
-1 Intelligence Saves  
+3 Wisdom Saves \*  
+5 Charisma Saves \*  
\* Prof. bonus added

HIT POINTS 9  
HIT DICE 1d8  
DEATH SAVES: Success O O O Fail O O O

CON  
**+1**  
13

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

WEAPON & UNARMED ATTACKS  
Basic Attack. One target per Attack action.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

INT  
**-1**  
9

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

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft. Hit: 1d6+0 bludgeoning damage. (If used two-handed in melee, does 1d8+0 damage.)

WIS  
**+1**  
12

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

CHA  
**+3**  
17

11 PASSIVE WISDOM (PERCEPTION)

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]  
• *potion of healing* (2d4+2 hp)  
(a) *Item attuned to character.*

Coins & Gems: 10 gold pieces (gp); 75 silver pieces (sp); 14 copper pieces (cp); 2 gems (worth 10 gp each)

## 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:** Constantly picking pockets of strangers. Owes debt to an oni.
- **Ideal:** Shares loot with the needy.
- **Bond:** Atoning for past crime.
- **Flaw:** Addicted to gambling.

### Tiefling Traits [PHB p. 42]

- Creature Type: Humanoid
- Age: 19 years old
- Medium Size (6' 0", 155 lbs.)
- Darkvision (60 feet)
- Hellish Resistance (vs. fire)
- Infernal Legacy (Charisma-based; *Thaumaturgy* cantrip)

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

- Otherworldly Patron (The Fallen Queen, corruption archdevil)
- Pact Magic (all cast as 1st 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 1 h.p.)

### Spellcasting [PHB p. 201]

Spell Attack Modifier +5  
Spell Save DC 13

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

### Known Spells (1 spell slots)

*Command*, *Hex*

## 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: 150 lbs. max. carrying capacity; 300 lbs. pushing or dragging (speed -5 ft.); 300 lbs. max. lift.