

Bond James-Bond

CHARACTER NAME

Celestial Warlock 4

CLASS & LEVEL

1/2-elf

RACE

Fritz

PLAYER NAME

SPY (Criminal sub-type) 4,715

BACKGROUND

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+1

12

CHARISMA

+4

18

- +0 Strength
- +2 Dexterity
- +2 Constitution
- +1 Intelligence
- +3 Wisdom
- +6 Charisma

Saving Throw Modifiers

SAVING THROWS

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

SKILLS

+2

INITIATIVE

ARMOR

15

CLASS

FEY ANCESTRY

- advantage on saves vs charm
- magic cannot induce sleep

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

31

31

HIT POINTS

Total 4d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Simple Weapons

=== TOOL PROFICIENCIES ===
Playing Card Set, THIEVE'S TOOLS

=== LANGUAGES ===
celestial, common, elvish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object (like the Gem of Brightness...), Grapple, Shove, Improvise

=== REACTIONS ===

Hellish Rebuke • use a spell slot to do 3d10 fire damage to attacker within 30' that damages the caster

=== BONUS ACTIONS ===

Healing Light • 5 per Long Rest

You have a healing pool of FIVE d6's (resets when you finish a long rest). As a bonus action, you can heal one creature you can see within 60 feet, spending 1d6 from the pool to heal the target of 1d6 damage

Hex (when cast, and to transfer -- requires concentration, lasts up to an hour)

Misty Step -- 30' teleport

off-hand attack (if dagger is equipped in left hand)

ACTIONS

13

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

13

PASSIVE INTELLIGENCE (INVESTIGATION)

darkvision 60'

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Eldritch Blast

+6

1d10+4 force

V/S

(E.B. with HEX)

+6

(1d10 + d6 + 4)

(force plus necrotic damage)

Sacred Flame

DEX14

1d8 radiant

V/S

dagger

+4

1d4+2 piercing

Hellish Rebuke

DEX14

3d10 fire

as a reaction

WEAPON ATTACKS & CANTRIPS

Bond James-Bond

CHARACTER NAME

Warlock 1

CLASS & LEVEL

1/2-elf

RACE

duhwoo

PLAYER NAME

Spy (Criminal sub-type)

BACKGROUND

3,785

EXPERIENCE POINTS

=== WARLOCK FEATURES ===

* Proficiencies • (took ARCANA & INVESTIGATION)

* Otherworldly Patron • PHB 107

You have struck a bargain with an otherworldly being.
| The Celestial (entity known as "M")

* Pact Magic • PHB 107

You can cast known warlock spells using CHA as your spellcasting modifier (Spell DC 14, Spell Attack +6).
You can use an arcane focus as a spellcasting focus.

* Expanded Spell List • XGtE 54

Additional spells are on the warlock spell list for you.

* Bonus Cantrips • XGtE 54

You learn the Light and Sacred Flame cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

* Healing Light • XGtE 54

You have a 5d6 healing pool that resets when you finish a long rest. As a bonus action, you can heal one creature you can see within 60 ft., spending dice from the pool (max 4d6 at once).
| 5 per Long Rest • Bonus Action to use

* Eldritch Invocations • PHB 107

You learn fragments of forbidden knowledge that imbue you with an abiding magical ability.

** AGONIZING BLAST

When you cast eldritch blast, add +4 to the damage

** ARMOR OF SHADOWS

Cast Mage Armor on self (only) at will

* PACT OF THE CHAIN

Cast Find Familiar (10gp), get special familiar (a sprite)

=== HALF-ELF RACIAL TRAITS ===

* Languages

You can speak, read, and write common, elven, and one extra language (took celestial).

* Ability Score Increase

• increase Charisma by 2
• increase two different ability scores by 1 (took DX & CON)

* Skills

• gain proficiency in two skills of your choice (took ATHLETICS & PERCEPTION)

ASI at 4th level: +2 charisma

=== SPY BACKGROUND ===

Class Proficiencies:

• 2 skills, DECEPTION & STEALTH
• CARD GAMES (especially baccarat)
• THIEVE'S TOOLS

SPECIALITY -- HIRED KILLER

Contact is "Q"

FEATURES & TRAITS

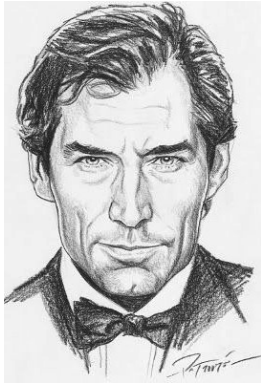
	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	10	custom-made linen MI-6 suit w/secret pockets	1	2 lb.	spell scroll: EXPEDITIOUS RETREAT	1
		daggers	2	1 lb. ea		
SP	9				GEM OF BRIGHTNESS (7 charges remain)	1
		Wand (Walther PPK)	1	1 lb.		
EP	2	backpack	1	5 lb.		
		codebook	1	5 lb.		
GP		spy clothes (black body suit with knit cap)	1	3 lb.		
		crowbar	1	5 lb.		
PP		ink (1 ounce bottle)	1	--		
		ink pen	1	--		
		parchment (one sheet)	10	--		
		small bag of sand	1	--	ATTUNED MAGIC ITEMS	QTY WEIGHT
		small pocket knife	1	--		
		THIEVE'S TOOLS	1	1 lb		

EQUIPMENT

Bond James-Bond

CHARACTER NAME

very male	24	Medium	5' 11.5"	145
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Mystra	tanned	hazel	brown
ALIGNMENT	FAITH	SKIN	EYES	HAIR



CHARACTER APPEARANCE

=== Familiar ===

Sprite -- Ms Moneypenny
 - has 40' fly speed; casts Invisibility on self at will;
 - HEART SIGHT (knows emotional state by touch;
 DC 10 CHA save or knows alignment too --
 celestials, fiends, and undead auto fail...)

=== Allies ===

CIA

=== Organizations ===

MI-6

ALLIES & ORGANIZATIONS

I always have a plan for when things go wrong.
 Also, never tell me the odds.

PERSONALITY TRAITS

People. I'm loyal to my friends, not to ideals.

IDEALS

A loved one died due to my mistake -- that will never happen again...

BONDS

An innocent person is in prison for a crime I committed. I'm okay with that!

FLAWS

CLASSIFIED

CHARACTER BACKSTORY

celestial patron is known as "M"

criminal contact is known as "Q"

ADDITIONAL NOTES

Warlock

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(at will)							
Walther PPK (Eldritch Blast)	"M"	+6	1A	120'	V,S	Instantaneous		1d10+4 force
British tidiness (Prestidigitation)	"M"	--	1A	10'	V,S	1 hour		
flashlight (Light cantrip)	"M"	DEX 14	1A	TOUCH	V,M	1 hour		20 ft. radius bright; 40' radius dim
point-blank shot (Sacred Flame)	"M"	DEX 14	1A	60'	V,S	Instantaneous		1d8 radiant
resistance training (Blade Ward)	"M"	--	1A	SELF	V,S	1 round		resistance to damage from all weapon attacks
=== 1st LEVEL ===	(all spells cast as 2nd level)							
<input type="checkbox"/> stay cool (Armor of Agathys)	"Q"	DEX 14	1A	SELF	V,S,M	1 hour		10 temp HP -- attacker takes 10 cold damage
<input type="checkbox"/> return fire (Hellish Rebuke)	"M"	DEX 13	reaction	60'	V,S	instantaneous		3d10 fire damage to attacker that hurt Bond
<input type="checkbox"/> hollow-point rounds (Hex spell)	"Q"	--	B.A.	90'	V,S,M	Concentration		max duration is 1 hour
=== 2nd LEVEL ===	2 spell slots: <input type="checkbox"/> <input type="checkbox"/>							
<input type="checkbox"/> "walk it off!" (Lesser Restoration)	Celestial Patron list	--	1A	TOUCH	V,S	Instantaneous		blind, deaf, diseased, paralyzed, poisoned
<input type="checkbox"/> "POOF! ZAP!" (Misty Step)	"Q"	--	B.A.	30'	V	Instantaneous		30' emergency teleport to space Bond can see

Find Familiar

Pact of the Chain

ritual

10gp to summon Ms. Moneypenny (a sprite)

SPELLS