

PITR

HUMAN WARLOCK 2nd Level



12 STR	16 DEX	15 CON
+1	+3	+2
10 INT	12 WIS	16 CHA
+0	+1	+3
+2 Proficiency	30' Speed	
+3 WIS saving throw	+5 CHA saving throw	

CAPABILITIES

Dragonette Familiar

Pitir's only friend is his Pseudodragon, Pixel. The two share a telepathic bond, and Pixel obeys Pitir's commands. If brought to 0 Hit Points, Pixel disappears in a cloud of smoke only to reform the next morning. Pixel can also assume the shape of any small animal (bat, rat, frog) for 24 hours.

SKILLS

Intimidation +5
Investigation +2
Nature +3

Magical Disguise

Pitir can appear like any other person, creature or humanoid within a foot of his height. The illusion includes clothing. An INTELLIGENCE (Investigation) check of 13 or higher sees through the illusion.

SPELLS

Descriptions on back

CANTRIPS

Cast these spells as often as you like

Eldritch Blast
True Strike

1ST LEVEL

Cast a spell from this list 2 times/day

Charm Person
Protection from Evil

SMALL
DAGGER

+5
to hit

1d6+1
to damage

ELDRITCH
BLAST

+5
to hit

1d10+3
to damage



14
Armor
Class



15
Hit
Points

EQUIPMENT

Leather armor, "Magical" staff, small pouch with dragon treats, camping gear, basic rations, chalk, disguise kit

TREASURE

35 Gold

PITR

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Pitr grew up in the tiny backwater town of Tumbledowns with his twin sister, Mina. An amazing talent for magic, he has been adopted by a kindly old mage, Zarson. Zarson has watched Pitr's powers grow, recently becoming a little afraid of him and his mysterious powers. Pitr has been told his Eldritch Blasts come from his staff. But, the truth is, he doesn't need the staff. The power is actually within him.



PIXEL

Flying Speed 60'
Armor Class 13, Hit Points 8

Darkvision

Advantage on saving throws versus magic and spells

Sting attack +4 to hit
1d4+2 damage and make a
CONSTITUTION Saving Throw of
11 or higher or become poisoned.
A victim who fails the save by
more than 5 falls unconscious for
one minute.

Not one for making friends, Pitr only trusted Mina until he met Pixel, the tiny magical Pseudodragon. Pixel is a constant companion, and the two share a telepathic bond.

Personality Trait: "I feel magical energies radiating from everything."

Ideal: "I will use this power to help those in need - even if they don't deserve it."

Bond: "My sister and my dragon."

Flaw: "Now look, you've gone and made me mad. Now I have to blast you."

SPELLS & CANTRIPS

ELDRITCH BLAST Pitr blasts a bolt of magical energy up to 120'.
+5 to hit 1d10+3 damage

TRUE STRIKE Casting this spell gives Pitr advantage on his attacks or spells for the next 5 turns.

1st Level Spells

CHARM PERSON Pitr's target needs to make a WISDOM saving throw of 14 or higher or become Pitr's best friend for the next hour.

PROTECTION FROM EVIL For the next 10 minutes, any evil creature's attacks are at Disadvantage against Pitr. Pitr can also cast this spell on a friend instead.

PTR

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STR	DEX	CON
INT	WIS	CHA
Proficiency	Speed	
Saving throw	Saving throw	

ABILITIES

SKILLS

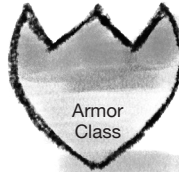
SPELLS

to hit

to damage

to hit

to damage



Armor
Class



Hit
Points

EQUIPMENT

TREASURE

Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

