D&D BEYOND

Phetari Bloodcrest

CHARACTER NAME

Warlock 16 [The Fiend]
CLASS & LEVEL

PLAYER NAME

Baalzebul Tiefling
RACE

Faction Agent
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+2 (14)
CONSTITUTION	+3 (16)
INTELLIGENCE	+0 (11)
WISDOM	+0 (10)
CHARISMA	+5 (20)

○	-1	Strength
○	+2	Dexterity
⊙	+8	Constitution
○	+0	Intelligence
⊙	+5	Wisdom
⊙	+10	Charisma

Saving Throw Modifiers

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
○	+0	Arcana	INT
○	-1	Athletics	STR
Ⓟ	+10	Deception	CHA
○	+0	History	INT
Ⓟ	+5	Insight	WIS
Ⓟ	+10	Intimidation	CHA
○	+0	Investigation	INT
○	+0	Medicine	WIS
○	+0	Nature	INT
○	+0	Perception	WIS
○	+5	Performance	CHA
Ⓟ	+10	Persuasion	CHA
○	+0	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+0	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+2
INITIATIVE

ARMOR
17
CLASS

Resistances - Fire
DEFENSES

INSPIRATION

+5
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 50 ft. (Flying), 60 ft. (Swimming)
SPEED

Max HP: 131
Current HP:
Temp HP: --
HIT POINTS

Total: 16d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Simple Weapons

=== LANGUAGES ===
Abyssal, Common, Draconic, Infernal

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Ghostly Gaze • 1 / Short Rest
Once per short rest, as an action, you gain the ability to see through solid objects (with darkvision) to a range of 30 ft for 1 minute.

=== SPECIAL ===
Dark One's Blessing
When you reduce a hostile creature to 0 HP, you gain 21 temp HP.

Dark One's Own Luck • 1 / Short Rest
Once per short rest, when you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the roll but before the effects occur.

Eldritch Invocations: Gift of the Protectors • 1 / Long Rest
With your permission, a creature can use its action to write its name on that page, which can contain up to 5 names.
When any creature whose name is on the page is reduced to 0 hit points but not killed outright, the creature magically drops to 1 hit point instead. Once this magic is triggered, no creature can benefit from it

ACTIONS

10	PASSIVE WISDOM (PERCEPTION)
15	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 120 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +2	+9	1d8+4 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger, +1	+8	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dagger, +1	+8	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Chill Touch	+12	3d8 Necrotic	D: 1Rnd, V/S
Eldritch Blast	+12	1d10+5 Force	Count: 3, V/S
Fire Bolt	+10	3d10 Fire	V/S

WEAPON ATTACKS & CANTRIPS

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CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
Phetari Bloodcrest	Warlock 16 [The Fiend]	

RACE	BACKGROUND	EXPERIENCE POINTS
Baalzebul Tiefling	Faction Agent	

=== WARLOCK FEATURES ===

* Additional Warlock Spells • TCoE 70

* Hit Points • PHB 106

* Proficiencies • PHB 107

* Otherworldly Patron • PHB 107
You have struck a bargain with an otherworldly being.

| The Fiend

* Pact Magic • PHB 107
You can cast known warlock spells using CHA as your spellcasting modifier (Spell DC 18, Spell Attack +10).
You can use an arcane focus as a spellcasting focus.

* Expanded Spell List • PHB 109
Additional spells are added to the warlock spell list for you.

* Dark One's Blessing • PHB 109
When you reduce a hostile creature to 0 HP, you gain 21 temp HP.

| Special

* Eldritch Invocations • PHB 107
You learn fragments of forbidden knowledge that imbue you with an abiding magical ability.

| Agonizing Blast • PHB 110
When you cast eldritch blast, add +5 to the damage it deals on a hit.

| Book of Ancient Secrets • PHB 110
You can now learn and cast ritual spells from any class's spell list in your Book of Shadows.

| Devil's Sight • PHB 110
You can see normally in darkness, both magical and nonmagical, to a distance of 120 ft.

| Eldritch Spear • PHB 111
When you cast eldritch blast, its range is 300 ft.

| Ghostly Gaze • XGtE 56
Once per short rest, as an action, you gain the ability to see through solid objects (with darkvision) to a range of 30 ft for 1 minute.

| 1 / Short Rest • 1 Action

| Gift of the Protectors • TCoE 71
With your permission, a creature can use its action to write its name on that page, which can contain up to 5 names.
When any creature whose name is on the page is reduced to 0 hit points but not killed outright, the creature magically drops to 1 hit point instead. Once this magic is triggered, no creature can benefit from it until you finish a long rest.
As an action, you can magically erase a name on the page by touching it.

| Eldritch Invocations: Gift of the Protectors: 1 / Long Rest • Special

| Visions of Distant Realms • PHB 111
You can cast arcane eye at will, without expending a spell slot.

* Pact Boon • PHB 107
Your otherworldly patron bestows a gift upon you for your loyal service.

| Pact of the Tome • PHB
Your patron gives you a grimoire called a Book of Shadows that grants you additional cantrips that don't count against your number of cantrips known. If you lose the book, you can perform a 1-hour ceremony to receive a replacement during a short or long rest.

* Eldritch Versatility • TCoE 70
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing a change of focus in your occult studies:
- Replace one cantrip you learned from this class's Pact Magic feature with another cantrip from the warlock spell list.
- Replace the option you chose for the Pact Boon feature with one of that feature's other options.
- If you're 12th level or higher, replace one spell from your Mystic Arcanum feature with another warlock spell of the same level.
If this change makes you ineligible for any of your Eldritch Invocations, you must also replace them now, choosing invocations for which you qualify.

* Ability Score Improvement • PHB 108

* Dark One's Own Luck • PHB 109
Once per short rest, when you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the roll but before the effects occur.

| 1 / Short Rest • Special

* Fiendish Resilience • PHB 109
You can choose one damage type to gain resistance to when you finish a short or long rest. Damage from magical weapons or silver weapons ignores this resistance.

| Special

* Mystic Arcanum (6th level) • PHB 108
Your patron bestows upon you one 6th-level warlock spell that you can cast without expending a spell slot once per long rest.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	6

WEIGHT CARRIED	68.12 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Dagger, +1	1	1 lb.
Dagger, +1	1	1 lb.
Crossbow, Light, +2	1	5 lb.
Boots of Elvenkind	1	--
Broom of Flying	1	3 lb.
Decanter of Endless Water	1	2 lb.
Potion of Healing (Greater)	2	1 lb.
Elixir of Health	1	--
Heward's Handy Haversack	1	5 lb.
Rod of the Pact Keeper, +2	1	--
Barrier Tattoo (Rare)	1	--
Crossbow Bolts	40	3 lb.
Case, Crossbow Bolt	1	1 lb.
Case, Crossbow Bolt	1	1 lb.
Pouch	1	1 lb.

NAME	QTY	WEIGHT
Clothes, Traveler's	1	4 lb.
Crowbar	1	5 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Tinderbox	1	1 lb.
Waterskin	1	5 lb.
Lantern, Bullseye	1	2 lb.
Oil (flask)	1	1 lb.
Pearl	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Rod of the Pact Keeper, +2	1	--
Barrier Tattoo (Rare)	1	--

EQUIPMENT

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Phetari Bloodcrest

CHARACTER NAME

Warlock 16 [The Fiend]

CLASS & LEVEL

PLAYER NAME

Baalzebul Tiefling

RACE

Faction Agent

BACKGROUND

EXPERIENCE POINTS

* Mystic Arcanum (7th level) • PHB 108
Your patron bestows upon you one 7th-level warlock spell that you can cast without expending a spell slot once per long rest.

* Hurl Through Hell • PHB 109
When you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage.

| 1 / Long Rest • Special

* Mystic Arcanum (8th level) • PHB 108
Your patron bestows upon you one 8th-level warlock spell that you can cast without expending a spell slot once per long rest.

=== BAALZEBUL TIEFLING RACIAL TRAITS ===

* Darkvision • BR 43
You can see in darkness (shades of gray) up to 60 ft.

* Hellish Resistance • BR 43
You have resistance to fire damage.

* Legacy of Maladomini • MToF 21
You know the thaumaturgy cantrip. [3rd] You can cast ray of sickness (2nd) once per long rest. [5th] You can cast crown of madness once per long rest. CHA is your spellcasting ability.

=== FEATS ===

* Resilient (Constitution) • PHB
Increase your CON score by 1 and you gain proficiency in CON saving throws.

* Spell Sniper (Bard, Sorcerer, Warlock) • PHB 170
When you cast a spell that requires you to make an attack roll, the spell's range is doubled. Your ranged spell attacks ignore half cover and three-quarters cover. You learn one cantrip that requires an attack roll from your chosen class spell list (CHA is your spellcasting ability for it).

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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D&D BEYOND

Phetari Bloodcrest

CHARACTER NAME

Female	27	Medium	5' 5"	174
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	Asmodeus	Black	White	White
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I see omens in every event and action. The gods try to speak to us, we just need to listen.
I am tolerant (or intolerant) of other

PERSONALITY TRAITS

Tradition. The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)

IDEALS

I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

BONDS

I am suspicious of strangers and expect the worst of them.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Warlock

SPELLCASTING CLASS

CHA	20	+12
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Eldritch Blast	Warlock	+12	1A	600 ft.	V,S	Instantaneous	PHB 237	Count: 3, V/S
O	Prestidigitation	Warlock	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Toll the Dead	Warlock	WIS 20	1A	60 ft.	V,S	Instantaneous	XGtE 169	V/S
O	Chill Touch	Warlock	+12	1A	240 ft.	V,S	1 round	PHB 221	D: 1Rnd, V/S
O	Fire Bolt	Spell Sniper (Bard, Sorcerer, Warlock)	+10	1A	240 ft.	V,S	Instantaneous	PHB 242	V/S
O	Thaumaturgy	Legacy of Maladomini	--	1A	30 ft.	V	1 minute	PHB 282	D: 1m, V
O	Mage Hand	Pact Boon	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
O	Mind Sliver	Pact Boon	INT 18	1A	60 ft.	V	Instantaneous	TCoE 108	V
O	Minor Illusion	Pact Boon	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
	=== 1st LEVEL ===								
O	Hex <C>	Warlock	--	1BA	90 ft.	V,S,M	Concentration, up to 1 hour	PHB 251	D: 1h, V/S/M
O	Armor of Agathys	Warlock	--	1A	Self	V,S,M	1 hour	PHB 215	D: 1h, V/S/M
O	Burning Hands	Warlock	DEX 20	1A	Self/15 ft. Cone	V,S	Instantaneous	PHB 220	15 ft. Cone, V/S
O	Detect Magic [R]<C>	Eldritch Invocations	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Identify [R]	Eldritch Invocations	--	11m	Touch	V,S,M	Instantaneous	PHB 252	V/S/M
	=== 2nd LEVEL ===								
O	Darkness <C>	Warlock	--	1A	60 ft./15 ft. Sphere	V,M	Concentration, up to 10 minutes	PHB 230	D: 10m, 15 ft. Sphere, V/M
O	Misty Step	Warlock	--	1BA	Self	V	Instantaneous	PHB 260	V
O	Ray of Sickness	Legacy of Maladomini	CON 18 / +10	1A	120 ft.	V,S	Instantaneous	PHB 271	1/LR, V/S
O	Crown of Madness <C>	Legacy of Maladomini	WIS 18	1A	120 ft.	V,S	Concentration, up to 1 minute	PHB 229	1/LR, D: 1m, V/S
	=== 3rd LEVEL ===								
O	Counterspell	Warlock	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
O	Fireball	Warlock	DEX 20	1A	150 ft./20 ft. Sphere	V,S,M	Instantaneous	PHB 241	20 ft. Sphere, V/S/M
O	Leomund's Tiny Hut [R]	Eldritch Invocations	--	11m	Self/10 ft. Sphere	V,S,M	8 hours	PHB 255	D: 8h, 10 ft. Sphere, V/S/M
	=== 4th LEVEL ===								
O	Banishment <C>	Warlock	CHA 20	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
O	Wall of Fire <C>	Warlock	DEX 20	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 285	D: 1m, V/S/M
O	Shadow of Moil <C>	Warlock	--	1A	Self	V,S,M	Concentration, up to 1 minute	XGtE 164	D: 1m, V/S/M
O	Arcane Eye <C>	Eldritch Invocations	--	1A	30 ft.	V,S,M	Concentration, up to 1 hour	PHB 214	D: 1h, V/S/M
	=== 5th LEVEL ===	3 Pact OOO							
O	Hold Monster <C>	Warlock	WIS 20	1A	90 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O	Synaptic Static	Warlock	INT 20	1A	120 ft./20 ft. Sphere	V,S	Instantaneous	XGtE 167	20 ft. Sphere, V/S
O	Enervation <C>	Warlock	DEX 20	1A	60 ft.	V,S	Concentration, up to 1 minute	XGtE 155	D: 1m, V/S
	=== 6th LEVEL ===								
O	Eyebite <C>	Mystic Arcanum (6th level)	WIS 20	1A	Self	V,S	Concentration, up to 1 minute	PHB 238	1/LR, D: 1m, V/S
	=== 7th LEVEL ===								
O	Forcecage	Mystic Arcanum (7th level)	CHA 20	1A	100 ft.	V,S,M	1 hour	PHB 243	1/LR, D: 1h, V/S/M
	=== 8th LEVEL ===								
O	Maddening Darkness <C>	Mystic Arcanum (8th level)	WIS 20	1A	150 ft./60 ft. Sphere	V,M	Concentration, up to 10 minutes	XGtE 160	1/LR, D: 10m, 60 ft. Sphere, V/M

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