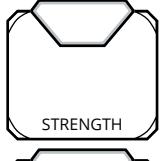
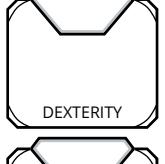
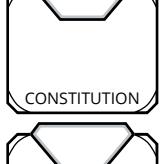
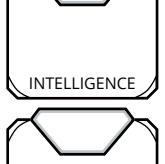
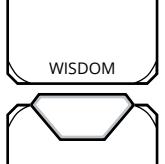
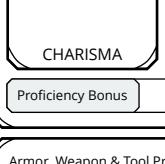
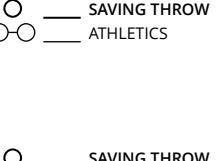
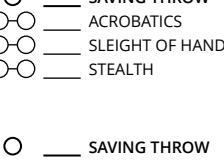
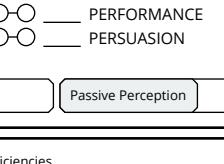
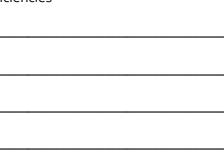
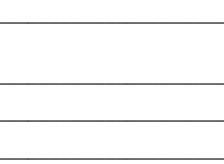
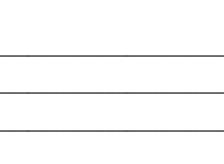
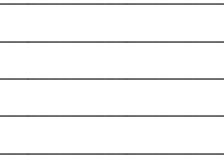
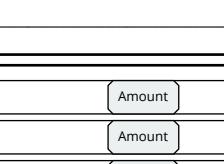
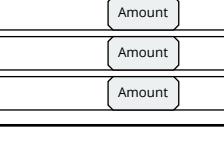
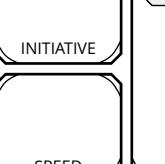
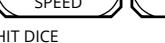
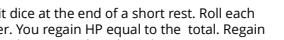




Character name	Level	XP														
Player name	Race	Alignment														
 STRENGTH																
 DEXTERITY																
 CONSTITUTION																
 INTELLIGENCE																
 WISDOM																
 CHARISMA																
Proficiency Bonus	Passive Perception															
SAVING THROW  ATHLETICS																
 ACROBATICS																
 SLEIGHT OF HAND																
 STEALTH																
 SAVING THROW																
 SAVING THROW ARCANA																
 HISTORY																
 INVESTIGATION																
 NATURE																
 RELIGION																
 SAVING THROW ANIMAL HANDLING																
 INSIGHT																
 MEDICINE																
 PERCEPTION																
 SURVIVAL																
 SAVING THROW DECEPTION																
 INTIMIDATION																
 PERFORMANCE																
 PERSUASION																
AC																
CONDITIONS																
 INITIATIVE																
 SPEED																
 HIT POINTS																
HIT DICE <p>You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.</p> <table border="1"> <tr> <td>Die size</td> <td>Max. dice</td> <td>Dice left</td> </tr> </table>			Die size	Max. dice	Dice left											
Die size	Max. dice	Dice left														
DEATH SAVING THROWS <p>If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.</p> <table border="1"> <tr> <td>Successes</td> <td>Failures</td> </tr> </table>			Successes	Failures												
Successes	Failures															
 Weapon																
 Range																
 To hit																
 Damage																
 Weapon																
 Range																
 To hit																
 Damage																
 Weapon																
 Range																
 To hit																
 Damage																
ARMOR, WEAPON & TOOL PROFICIENCIES																
KNOWN LANGUAGES																
FEATURES & OTHER																
CURRENTLY EQUIPPED																
CURRENCY																
ITEM																
PACT MAGIC @ Level 1 <p>Regain all expended spell slots after a short or long rest.</p> <table border="1"> <tr> <td>Spell attack</td> <td>Spell DC</td> <td>Slot level</td> </tr> <tr> <td>Cantrips known</td> <td>Spells known</td> <td></td> </tr> <tr> <td>Max. spell slots</td> <td>Slots used</td> <td>○ ○ ○ ○</td> </tr> </table>			Spell attack	Spell DC	Slot level	Cantrips known	Spells known		Max. spell slots	Slots used	○ ○ ○ ○					
Spell attack	Spell DC	Slot level														
Cantrips known	Spells known															
Max. spell slots	Slots used	○ ○ ○ ○														
AWAKENED MIND @ Level 1 <p>You can communicate telepathically with any creature you can see within 30 ft. of you. You don't need to share a language, but the creature must understand at least one language.</p>																
ELDRITCH INVOCATIONS @ Level 2, 5, 7, 9, 12, 15 and 18 <p>Learn two invocations of your choice. Learn one additional invocation at levels 5, 9, 12, 15 and 18.</p> <table border="1"> <tr> <td>Level 2 invocation</td> <td></td> </tr> <tr> <td>Level 5 invocation</td> <td></td> </tr> <tr> <td>Level 7 invocation</td> <td></td> </tr> <tr> <td>Level 9 invocation</td> <td></td> </tr> <tr> <td>Level 12 invocation</td> <td></td> </tr> <tr> <td>Level 15 invocation</td> <td></td> </tr> <tr> <td>Level 18 invocation</td> <td></td> </tr> </table>			Level 2 invocation		Level 5 invocation		Level 7 invocation		Level 9 invocation		Level 12 invocation		Level 15 invocation		Level 18 invocation	
Level 2 invocation																
Level 5 invocation																
Level 7 invocation																
Level 9 invocation																
Level 12 invocation																
Level 15 invocation																
Level 18 invocation																
PACT BOON @ Level 3 <p>Select one Pact Boon from the list below.</p> <table border="1"> <tr> <td>○ Pact of the Chain</td> </tr> <tr> <td>○ Pact of the Blade</td> </tr> <tr> <td>○ Pact of the Tome</td> </tr> </table>			○ Pact of the Chain	○ Pact of the Blade	○ Pact of the Tome											
○ Pact of the Chain																
○ Pact of the Blade																
○ Pact of the Tome																
ENTROPIC WARD @ Level 6 <p>When a creature makes an attack against you, you can use your reaction to impose disadvantage on the roll. If it misses, you have advantage on the next attack against the creature before the end of your next turn. Regain after short or long rest.</p> <table border="1"> <tr> <td>Number of times used</td> <td></td> </tr> </table>			Number of times used													
Number of times used																
THOUGHT SHIELD @ Level 10 <p>Your thoughts cannot be read by telepathy or other means unless you allow it. You have resistance against psychic damage and whenever a creature deals psychic damage to you, the creature also takes the same amount of damage you do.</p>																
MYSTIC ARCANUM @ Level 11, 13, 15 and 17 <p>Cast each spell from list once per long rest without expending spell slot.</p> <table border="1"> <tr> <td>6th level spell</td> <td>Used</td> </tr> <tr> <td>7th level spell</td> <td>Used</td> </tr> <tr> <td>8th level spell</td> <td>Used</td> </tr> <tr> <td>9th level spell</td> <td>Used</td> </tr> </table>			6th level spell	Used	7th level spell	Used	8th level spell	Used	9th level spell	Used						
6th level spell	Used															
7th level spell	Used															
8th level spell	Used															
9th level spell	Used															
CREATE THRALL @ Level 14 <p>Use your action to touch and charm an incapacitated humanoid until Remove Curse spell is cast on it. If charmed condition is removed, you can use this feature again. You can communicate telepathically with the creature as long as you are on the same plane.</p> <table border="1"> <tr> <td>Number of times used</td> <td></td> </tr> </table>			Number of times used													
Number of times used																
ELDRITCH MASTER @ Level 20 <p>Spend 1 min. to regain all Pact Magic spell slots. Regain after long rest.</p> <table border="1"> <tr> <td>Number of times used</td> <td></td> </tr> </table>			Number of times used													
Number of times used																
WARLOCK - THE GREAT OLD ONE																

PACT MAGIC @ Level 1

Regain all expended spell slots after a **short** or **long** rest.

Spell attack	Spell DC	Slot level
Cantrips known		Spells known
Max. spell slots		Slots used <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

AWAKENED MIND @ Level 1

You can communicate telepathically with any creature you can see within 30 ft. of you. You don't need to share a language, but the creature must understand at least one language.

ELDRITCH INVOCATIONS @ Level 2, 5, 7, 9, 12, 15 and 18
Learn two invocations of your choice. Learn one additional invocation at levels 5, 7, 9, 12, 15 and 18

- Level 2 invocation
- Level 2 invocation
- Level 5 invocation
- Level 7 invocation
- Level 9 invocation
- Level 12 invocation
- Level 15 invocation
- Level 18 invocation

PACT BOON @ Level 3

Select one Pact Boon from the list below.

- Part of the Chain
You learn Find Familiar and can cast it as a ritual. It does not count towards number of spells known. You can choose normal familiar forms or Imp, Pseudodragon, Quasit or Sprite. When you Attack, you can forgo one attack to allow your familiar to make one attack of its own.

○ Pact of the Blade

As an Action, create a magical weapon in your hand. You are proficient with the weapon while you wield it. The weapon disappears if you are more than 5 ft. away from it for 1 min. or more, if you use this feature again, if you dismiss it or if you die.

You can transform a magical weapon into your pact weapon by performing a ritual for 1 hour. You can then dismiss the weapon and summon it again when you create your pact weapon thereafter. The weapon stops being your pact weapon if you die, if you perform the ritual on another weapon or if you spend 1 hour to break the bond. The weapon then appears at your feet if it's not already summoned.

© Pact of the Tome

○ Part of the Tome
You are gifted The Book of Shadows from your patron containing three cantrips of your choice from any class. While you have the book, you can cast these cantrips at will. They don't count towards total cantrips known. If the book is lost, you can perform 1 hour ceremony to receive a replacement from your patron. The book turns to ash when you die.

ENTROPIC WARD @ Level 6

When a creature makes an attack against you, you can use your reaction to impose **disadv.** on the roll. If it misses, you have **adv.** on the next attack against the creature before the end of your next turn. Regain after short or long rest.

Number of times used

THOUGHT SHIELD @ Level 10
Your thoughts cannot be read by telepathy or other means unless you allow it. You have resistance against psychic damage and whenever a creature deals psychic damage to you, the creature also takes the same amount of damage.

MYSTIC ARCANUM © 1-11, 13, 15, 17

MYSTIC ARCANUM @ Level 11, 13, 15 and 17
Cast each spell from list once per long rest without expending spell slot.

6th level spell	Used	<input checked="" type="radio"/>
7th level spell	Used	<input type="radio"/>
8th level spell	Used	<input type="radio"/>
9th level spell	Used	<input type="radio"/>

CREATE THRALL @ Level 14

CREATE FRIEND @ LEVEL 14
Use your action to touch and charm an incapacitated humanoid until a Remove Curse spell is cast on it. If charmed condition is removed, you can use this feature again. You can communicate telepathically with the creature as long as you are on the same plane.

Number of times used

Spend 1 min. to regain all Pact Magic.

Next: [Section 1](#)

Number of times used

1