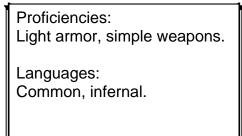


PERSONALITY TRAITS IDEALS BONDS FLAWS

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright 1ight, and in darkness as if it were dim light. You can't dis- cern color in darkness, only shades of gray. **Hellish Resistance** You have resistance to fire damage. **Infernal Legacey** You know the thaumatugJy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-levei spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. **Dark One's Blessing (The Fiend)** When you reduce a hostile creature to O hit-points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).



OTHER PROFICIENCIES & LANGUAGES

PASSIVE WISDOM (PERCEPTION)

0

bottle of ink, 10 sheets of parchment, small knife, a set of dark clothes, crowbar

> **FEATURES & TRAITS EOUIPMENT**

0 CANTRIPS	3	6
Thaumaturgy	O Eldritch Blast	
Poison Spray	0	0
	0	0
	0	0
	0	0
	0	0
SPELL	0	0
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED	0	
	0	[7]
SPELL NAME	0	0
Armor of Agathys		0
O Burning Hands	[4]	0
0		0
0	0	0
0	0	0
0	0	0
0	0	
0	0	[8]
0	0	0
	0	0
2	0	0
0	0	0
0		0
0	[5]	0
0	0	9
0	0	
0	0	0
0	0	0
0	0	0
0	0	0
0	0	•