Character

Character name: Jaxxen Nage
Player name: Vic

Level: Warlock 5 **XP:** Milestone
Race: Tiefling **Alignment:** N-E

Abilities

Ring of Protection giving +1 to saving throws

STRENGTH 8 / -1
- ○ **0** SAVING THROW
- ○○ -1 ATHLETICS

DEXTERITY 15 / +2
- ● +3 SAVING THROW
- ○○ +2 ACROBATICS
- ○○ +2 SLEIGHT OF HAND
- ●○ +5 STEALTH

CONSTITUTION 15 / +2
- ● +3 SAVING THROW

INTELLIGENCE 9 / -1
- ● 0 SAVING THROW
- ●○ +2 ARCANA
- ○○ -1 HISTORY
- ○○ -1 INVESTIGATION
- ○○ -1 NATURE
- ●○ +2 RELIGION

WISDOM 8 / -1
- ● +3 SAVING THROW
- ○○ -1 ANIMAL HANDLING
- ○○ -1 INSIGHT
- ○○ -1 MEDICINE
- ○○ -1 PERCEPTION
- ○○ -1 SURVIVAL

CHARISMA 18 / +4
- ● +8 SAVING THROW
- ●○ +7 DECEPTION
- ○○ +4 INTIMIDATION
- ○○ +4 PERFORMANCE
- ○○ +4 PERSUASION

Proficiency Bonus +3 **Passive Perception** 9

Armor, Weapon & Tool Proficiencies
Light Armor
Simple Weapons
Thieves Tools

Known Languages
Common
Infernal

Features & Other
Darkvision 60 feet, Devil's Sight 120 ft
Criminal Contact
Expanded Spell List (Great Old One)
Otherworldly Patron (Night Serpent)
Infernal Legacy
  Hellish Resistance (resist fire dmg)
  Hellish Rebuke (@L3)
  Darkness (@L5)
Fey Touched (+1 CHA)
  Misty Step
  Sleep

Main Pouch of Currency in Backpack. The rest is in Bag of Holding

Currency	Amount
Copper	1
Silver	0
Gold	29
Platinum	0

AC 14 **CONDITIONS** normal

INITIATIVE +2

SPEED 30

Maximum 39 | Temporary

HIT POINTS 2

Ring of Protection giving +1 to AC

HIT DICE
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.

Die size d8 **Max. dice** 5 **Dice left** 5

DEATH SAVING THROWS
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.

Successes ○○○ **Failures** ○○○

Weapons

Weapon Light Crossbow **Range** 80/320
To hit +2+3 DX/PR **Damage** 1d8+2(DX) piercing
Ammunition Crossbow Bolts / Crossbow Bolts +3 **Count** 23 / 5
Ammunition (requires bolts), loading (only once per attack round), two-handed

Weapon Dagger (Thrown) **Range** 20/60
To hit +2+3 DX/PR **Damage** 1d4-1 piercing
Ammunition Daggers **Count** 2

Weapon Dagger (Melee) **Range** 5
To hit +2+3 DX/PR **Damage** 1d4+2 piercing

Weapon +2 Dagger (Melee) **Range** 5
To hit +2+2+3 M/DX/PR **Damage** 1d4+2+2 piercing

Finesse (using dex to attack), light (can use off hand w/o penalty), thrown (not applicable when used for melee)

Number of attacks per attack action ●○○○○

Inventory (Max Encumbrance: 120) current weight: ~88.0

Worn: Leather Armor (AC 11+dex modifier), Ring of Protection (attuned, +1AC, +1 saving throws),

Simple Belts/Straps (Decoy Pouch (empty), 2 Daggers, Dagger+2),

Backpack (Bag of Holding, Book of Lore, Book of Shadows, Golden Amulet, Block and Tackle, Climbers Kit, Signal Whistle, Steel Mirror, Waterskin, Pouch of currency, 2 Crossbow Bolt Cases to hold the bolts)

Bag of Holding (inside Backpack: Book of Underdark, Bells and String (6), Chalk (6), Other clothing sets: Pirate Shirt+Trousers, Fine Dress, Holy Water (5), Oil Flask (11), Pouch: (40 pitons), Pouch: (3 ink pens, small knife, sealing wax, 1 ounce ink bottle, bag of sand), Rations (13 days), Silk Rope (50 ft), Waterproof Sheet Case (5 paper, 8 parchment, Deed to 9143 Tomar Street owned by Nordis Calfahn))

Orb (Arcane Focus, kept in left pocket when not in hand)

Item	Count
Oil Flask	10
Rations (days)	10
Healing Potion	0

PACT MAGIC @ Level 1
Regain all expended spell slots after a **short** or **long rest**.

Spell attack +4+3 CH/PR **Spell DC** 15 **Slot level** 3
Cantrips known (3+1+3) 7 **Spells known** (6+2) 8
Max. spell slots 2 **Slots used** ●●○○○

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
Lean two invocations of your choice. Learn one additional invocation at levels 5, 7, 9, 12, 15 and 18.

Level 2 invocation	Mask of Many Faces	Disguise Self PHB 223
Level 2 invocation	Misty Vision	Silent Image PHB 276
Level 5 invocation	Devil's Sight	PHB 110
Level 7 invocation		
Level 9 invocation		
Level 12 invocation		
Level 15 invocation		
Level 18 invocation		

PACT BOON @ Level 3 ● Pact 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 you reaction to impose disadvantage 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 a 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 you do.

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 ○
7th level spell		Used ○
8th level spell		Used ○
9th level spell		Used ○

CREATE THRALL @ Level 14
Use your action to touch and charmed 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 ○

ELDRITCH MASTER @ Level 20
Spend 1 min. to regain all Pact Magic spell slots. Regain after long rest.

Number of times used ○

WARLOCK - THE GREAT OLD ONE

PERSONALITY TRAITS: The first thing I do in a new place is note the locations of everything valuable, or where such things could be Hidden. The best way to get me to do something is to tell me that I can't do it.
IDEALS: People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)
BONDS: I'm guilty of a terrible crime. I hope I can redeem myself for it.
FLAWS: An innocent person is in prison for a crime that I committed. I'm Okay with that.

Background: Spy
Alignment: Neutral Evil
Age: About 28
Height: 180 cm
Weight: 205 lb
Eyes: Pitch Black
Skin: Terracotta Red
Hair: Black and Red

Cantrips Known

Thaumaturgy
Spell name	Thaumaturgy	pg.	PHB 282
Casting time	1 action	Range	30 feet
Components	V	Duration	1 minute

Tiefling Infernal Legacy Cantrip

Manifest minor wonder, sign of supernatural power within range.
- voice booms up to 3x
- flames flicker, brighten, dim, change color
- harmless tremors in ground
- sound originating from point in range
- unlocked door or window slam shut or fly open
- alter appearance of your eyes
If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time and you can dismiss such an effect as an action

Green-Flame Blade
Spell name	Green-Flame Blade	pg.	SCAG 111
Casting time	1 action	Range	Self (5 feet)
Components	S,M	Duration	Instantaneous

Warlock Cantrip

Material: a melee weapon worth as least 1sp [required] 🔴

Brandish weapon used in spell's casting, make a melee attack against one creature within 5 feet. On hit, target suffers weapon attack's normal effects, and you cause green fire to leap from target to another creature of your choice you see within 5 feet of it. Second creature takes FIRE damage equal to your spellcasting ability modifier. At 5th level, melee attack deals extra 1d8 fire damage to target on hit, and fire damage to the second creature increases to 1d8 + your spellcasting ability modifier.

Chill Touch
Spell name	Chill Touch	pg.	PHB 221
Casting time	1 action	Range	120 feet
Components	V,S	Duration	1 round

Warlock Cantrip

Create a ghostly, skeletal hand in space of a creature within range. Make ranged spell attack to assail it with the chill of the grave. On a hit, the target takes 1d8 NECROTIC damage, and it can't regain hit points until the start of your next turn. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). ⚫

Message
Spell name	Message	pg.	PHB 259
Casting time	1 action	Range	120 feet
Components	V,S,M	Duration	1 round

Warlock Pact of Tome Cantrip

Material: a short piece of copper wire

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. Can cast this spell through solid objects if familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Mold Earth
Spell name	Mold Earth	pg.	XGtE 162
Casting time	1 action	Range	30 feet
Components	S	Duration	Instantaneous Or 1 hour

Warlock Pact of Tome Cantrip

Choose portion of dirt or stone within range that fits in a 5ft cube. Manipulate in one of these ways
- Instantly excavate loose earth, move to 5 ft away
- Cause shapes, color to appear in dirt spelling words, make images, patterns. Change lasts 1 hr.
- Cause dirt or stone on ground to become difficult terrain, or normal terrain. Change lasts 1 hr.
If cast multiple times, can have no more than two non-instant effects active at a time, and can dismiss such effects as an action.

More Cantrips Known

Shape Water
Spell name	Shape Water	pg.	XGtE 164
Casting time	1 action	Range	30 feet
Components	S	Duration	Instantaneous Or 1 hour

Warlock Pact of Tome Cantrip

Choose area of water within range that fits in a 5ft cube. Manipulate in one of these ways
- Instantly move, change flow of water up to 5 ft
- Cause water to form shapes, animate. Lasts 1 hr
- Change water's color or opacity. Lasts 1 hr.
- Freeze the water (if no creatures in it). The water unfreezes in 1 hour.
If cast multiple times, can have no more than two non-instant effects active at a time, and can dismiss such effects as an action.

Friends
Spell name	Friends	pg.	PHB 244
Casting time	1 action	Range	30 feet
Components	S,M	Duration	Concentration Up to 1 minute

Warlock Cantrip

Material: small amount of makeup applied to face

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

Eldritch Invocations Known

Disguise Self
Spell name	Disguise Self	pg.	PHB 233
Casting time	1 action	Range	Self
Components	V,S	Duration	1 hour

Mask of Many Faces (PHB111)

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Silent Image
Spell name	Silent Image	pg.	PHB 276
Casting time	1 action	Range	60 feet
Components	V,S,M	Duration	Concentration Up to 1 hour

Misty Visions (PHB111)

Material: a bit of fleece

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.
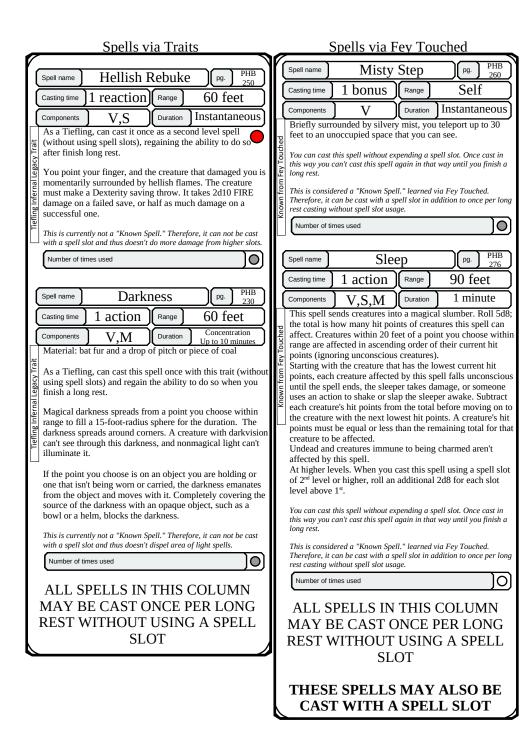
You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

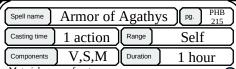ALL CANTRIPS AND ELDRITCH INVOCATIONS ON THIS PAGE DO NOT REQUIRE SPELL SLOTS TO CAST

🟠 ACID 🟡 LIGHTNING
🔵 COLD ⚫ NECROTIC
🔴 FIRE 🟣 THUNDER

Spells via Traits

Hellish Rebuke
Spell name Hellish Rebuke | **pg.** PHB 250
Casting time 1 reaction | **Range** 60 feet
Components V,S | **Duration** Instantaneous

Tiefling Infernal Legacy Trait

As a Tiefling, can cast it once as a second level spell (without using spell slots), regaining the ability to do so after finish long rest.

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 FIRE damage on a failed save, or half as much damage on a successful one.

This is currently not a "Known Spell." Therefore, it can not be cast with a spell slot and thus doesn't do more damage from higher slots.

Number of times used ⬤

Darkness
Spell name Darkness | **pg.** PHB 230
Casting time 1 action | **Range** 60 feet
Components V,M | **Duration** Concentration Up to 10 minutes

Material: bat fur and a drop of pitch or piece of coal

Tiefling Infernal Legacy Trait

As a Tiefling, can cast this spell once with this trait (without using spell slots) and regain the ability to do so when you finish a long rest.

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

This is currently not a "Known Spell." Therefore, it can not be cast with a spell slot and thus doesn't dispel area of light spells.

Number of times used ⬤

ALL SPELLS IN THIS COLUMN MAY BE CAST ONCE PER LONG REST WITHOUT USING A SPELL SLOT

Spells via Fey Touched

Misty Step
Spell name Misty Step | **pg.** PHB 260
Casting time 1 bonus | **Range** Self
Components V | **Duration** Instantaneous

Known from Fey Touched

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

You can cast this spell without expending a spell slot. Once cast in this way you can't cast this spell again in that way until you finish a long rest.

This is considered a "Known Spell." learned via Fey Touched. Therefore, it can be cast with a spell slot in addition to once per long rest casting without spell slot usage.

Number of times used ⬤

Sleep
Spell name Sleep | **pg.** PHB 276
Casting time 1 action | **Range** 90 feet
Components V,S,M | **Duration** 1 minute

Known from Fey Touched

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

You can cast this spell without expending a spell slot. Once cast in this way you can't cast this spell again in that way until you finish a long rest.

This is considered a "Known Spell." learned via Fey Touched. Therefore, it can be cast with a spell slot in addition to once per long rest casting without spell slot usage.

Number of times used ◯

ALL SPELLS IN THIS COLUMN MAY BE CAST ONCE PER LONG REST WITHOUT USING A SPELL SLOT

THESE SPELLS MAY ALSO BE CAST WITH A SPELL SLOT

- 🟠 ACID
- 🔵 COLD
- 🔴 FIRE
- 🟡 LIGHTNING
- ⚫ NECROTIC
- 🟣 THUNDER

Spells Known

Spell name	Armor of Agathys	pg.	PHB 215
Casting time	1 action	Range	Self
Components	V,S,M	Duration	1 hour

Material: a cup of water

A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 COLD damage.
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot level above 1st.

Spell name	Witch Bolt	pg.	PHB 289
Casting time	1 action	Range	30 feet
Components	V,S,M	Duration	Concentration Up to 1 minute

Material: tree twig that has been struck by lightning

Ranged spell attack against the creature. On a hit, target takes 1d12 LIGHTNING damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. Spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

Spell name	Invisibility	pg.	PHB 254
Casting time	1 action	Range	Touch
Components	V,S,M	Duration	Concentration Up to 1 hour

Material: an eyelash encased in gum arabic

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Spell name	Shatter	pg.	PHB 275
Casting time	1 action	Range	60 feet
Components	V,S,M	Duration	Instantaneous

Material: a chip of mica

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 THUNDER damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.
A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.
At higher levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot above 2nd.

ALL SPELLS IN THIS COLUMN
REQUIRE SPELL SLOTS TO CAST

More Spells Known

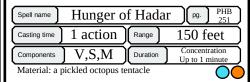| Spell name	Mirror Image	pg.	PHB 260
Casting time	1 action	Range	Self
Components	V,S	Duration	1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight (such as blindsight), or if it can perceive illusions as false, as with truesight.

Spell name	Hunger of Hadar	pg.	PHB 251
Casting time	1 action	Range	150 feet
Components	V,S,M	Duration	Concentration Up to 1 minute

Material: a pickled octopus tentacle

You open a gateway to the dark between the stars, a region infested with unknown horrors. A 20-foot-radius sphere of blackness and bitter cold appears, centered on a point with range and lasting for the duration. This void is filled with a cacophony of soft whispers and slurping noises that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded.

The void creatures a warp in the fabric of space, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 cold damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 acid damage as milky, otherworldly tentacles rub against it.

ALL SPELLS IN THIS COLUMN
REQUIRE SPELL SLOTS TO CAST

○ ACID   ○ LIGHTNING
○ COLD   ○ NECROTIC
○ FIRE   ○ THUNDER