



Character name **Jaxxen Nage**  
Player name **Vic**

Level **Warlock 3** XP **Milestone**  
Race **Tiefling** Alignment **N-E**

Ring of Protection giving +1 to saving throws

**8** **-1** STRENGTH

**15** **+2** DEXTERITY

**15** **+2** CONSTITUTION

**9** **-1** INTELLIGENCE

**8** **-1** WISDOM

**17** **+3** CHARISMA

Proficiency Bonus **+2** Passive Perception **9**

**SAVING THROW**  
ATHLETICS **-1**

**SAVING THROW**  
ACROBATICS **+3**  
SLEIGHT OF HAND **+2**  
STEALTH **+4**

**SAVING THROW**  
ARCANA **0**  
HISTORY **+1**  
INVESTIGATION **-1**  
NATURE **-1**  
RELIGION **+1**

**SAVING THROW**  
ANIMAL HANDLING **+2**  
INSIGHT **-1**  
MEDICINE **-1**  
PERCEPTION **-1**  
SURVIVAL **-1**

**SAVING THROW**  
DECEPTION **+6**  
INTIMIDATION **+5**  
PERFORMANCE **+3**  
PERSUASION **+3**

Ring of Protection giving +1 to AC

**14** AC

**+2** INITIATIVE

**30** SPEED

**24** HIT POINTS

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 **3** Dice left **2**

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 **000** Failures **000**

Weapon **Light Crossbow** Range **80/320**

To hit **+4** Damage **1d8+2 piercing**

Ammunition (requires bolts), loading (only once per attack round), two-handed

Weapon **Dagger (Thrown)** Range **20/60**

To hit **+4** Damage **1d4-1 piercing**

Finesse (using dex to attack), light (can use off hand w/o penalty), thrown (str mod on dmg dealt)

Weapon **Dagger (Melee)** Range **5**

To hit **+4** Damage **1d4+2 piercing**

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

Ammunition **Crossbow Bolts** Count **23**

Ammunition **Daggers** Count **5**

Number of attacks per attack action **00000**

Currently Equipped

**Leather Armor** (AC 11+dex modifier)

**Fine Clothes** (Pirate Puffy Shirt, Trousers)

**Maroon Robe**

**Gold Ring of Protection** (attuned)

**Orb** (Arcane Focus)

**Decoy Pouch** (2gp, 1sp, 3cp)

**Backpack** (Bag of sand, Block and Tackle, Book of Lore, 6 Chalk, Climbers Kit, Fine Dress, 1 Healing Potion, 1 ounce Ink Bottle, 3 Ink Pens, 20 Pitons, Sealing Wax, Signal Whistle, 1 Silver Dagger Small Knife, Steel Mirror, Thieves tools, Waterproof Sheet Case (5 paper, 8 parchment), Waterskin, Pouch of currency)

**50 ft Silk Rope** (tied to Backpack exterior)

Item **Oil Flask** Count **2**

Item **Rations (days)** Count **4**

Item **Bells & String** Count **6**

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

Known Languages  
**Common**  
**Infernal**

Features & Other  
**Darkvision 60 feet**  
**Criminal Contact**  
**Expanded Spell List (Great Old One)**  
**Otherworldly Patron (Night Serpent)**  
**Infernal Legacy**  
**Hellish Resistance (resist fire dmg)**  
**Hellish Rebuke (@L3)**

Currency	<b>Copper</b>	Amount	<b>21</b>
Currency	<b>Silver</b>	Amount	<b>87</b>
Currency	<b>Gold</b>	Amount	<b>278</b>
Currency	<b>Platinum</b>	Amount	<b>18</b>
Currency		Amount	

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

Spell attack **+5** Spell DC **13** Slot level **2**

Cantrips known **2+1+3=6** Spells known **4**

Max. spell slots **2** Slots used **0000**

**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 **Mask of Many Faces** Disguise Self PHB 223

Level 2 invocation **Misty Vision** Silent Image PHB 276

Level 5 invocation

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 your 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 **0**

**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** **0**

7th level spell **Used** **0**

8th level spell **Used** **0**

9th level spell **Used** **0**

**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 **0**

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

Number of times used **0**

**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

## More Cantrips Known

## Eldritch Invocations Known

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

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

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

Material: a melee weapon worth at 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 5<sup>th</sup> 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.

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

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).

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

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.

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

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.

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

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.

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	Spider Climb		pg.	PHB 277
Casting time	1 action	Range	Touch	
Components	V,S,M	Duration	Concentration Up to 1 hour	

Material: a drop of bitumen and a spider

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

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

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.

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

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.

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

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.

*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.*

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.