



Character name	Jaxxen Nage
Player name	Vic

Level	Warlock 3	XP	Milestone
Race	Tiefling	Alignment	C-N

8	-1	SAVING THROW	-1	ATHLETICS
15	+2	SAVING THROW	+2	ACROBATICS
15	+2	SLEIGHT OF HAND	+2	
15	+2	STEALTH	+4	
15	+2	SAVING THROW	+2	
9	-1	SAVING THROW	-1	ARCANA
9	-1	HISTORY	-1	
9	-1	INVESTIGATION	-1	
9	-1	NATURE	-1	
9	+1	RELIGION	+1	
8	-1	SAVING THROW	-1	ANIMAL HANDLING
8	-1	INSIGHT	-1	
8	-1	MEDICINE	-1	
8	-1	PERCEPTION	-1	
8	-1	SURVIVAL	-1	
17	+3	SAVING THROW	+5	DECEPTION
17	+3	INTIMIDATION	+3	
17	+3	PERFORMANCE	+3	
17	+3	PERSUASION	+3	
Proficiency Bonus	+2	Passive Perception	9	

#### 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	Copper	Amount	16
Currency	Silver	Amount	52
Currency	Gold	Amount	250
Currency	Platinum	Amount	4
Currency		Amount	

13	AC	CONDITIONS
+2	INITIATIVE	Maximum 24 Temporary
30	SPEED	HIT POINTS 24

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
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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	○○○
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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)

Ammunition	Crossbow Bolts	Count	27
Ammunition	Daggers	Count	5
Number of attacks per attack action	○○○○○		

#### Currently Equipped

Leather Armor  
Fine Clothes (Pirate Puffy Shirt, Trousers)  
Decoy Pouch (2gp, 1sp, 3cp)  
Backpack (Bag of sand, Block and Tackle, Book of Lore, 6 Chalk, Climbers Kit, Fine Dress, 1 ounce Ink Bottle, 3 Ink Pens, 20 Pitons, Sealing Wax, Signal Whistle, 50ft Silk Rope, Small Knife, Steel Mirror, Thieves tools, Waterskin, Pouch of currency)  
Waterproof Case (5 paper, 8 parchment)  
Orb (Arcane Focus)  
Gold ring of protection (not attuned)

Item	Oil Flask	Count	1
Item	Rations (days)	Count	4
Item	Bells & String	Count	6

#### 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	○○○○		

#### 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		
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	○
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#### 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	○
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#### ELDRITCH MASTER @ Level 20

Spend 1 min. to regain all Pact Magic spell slots. Regain after long rest.

Number of times used	○
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#### 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

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

## Spells Known

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

### Spells from Traits

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. <i>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.</i> 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.			

## Eldritch Invocations Known

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
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		pg.	
Casting time		Range	
Components		Duration	
Spell name		pg.	
Casting time		Range	
Components		Duration	