



Character name	Danielle Nage
Player name	Vic

Level	Warlock 6	XP	Milestone
Race	Glasya Tiefling	Alignment	N-E

8 -1 STRENGTH	0 -1 SAVING THROW ATHLETICS		
15 +2 DEXTERITY	0 +2 ACROBATICS 0 +2 SLEIGHT OF HAND 0 +5 STEALTH		
15 +2 CONSTITUTION	0 +2 SAVING THROW		
8 -1 INTELLIGENCE	0 -1 ARCANA 0 -1 HISTORY 0 -1 INVESTIGATION 0 -1 NATURE 0 -1 RELIGION		
10 0 WISDOM	0 0 SAVING THROW ANIMAL HANDLING 0 0 INSIGHT 0 0 MEDICINE 0 0 PERCEPTION 0 0 SURVIVAL		
18 +4 CHARISMA	0 +7 SAVING THROW DECEPTION 0 +4 INTIMIDATION 0 +4 PERFORMANCE 0 +4 PERSUASION		
Proficiency Bonus	+3	Passive Perception	10

Armor, Weapon & Tool Proficiencies

Thieves Tools
Dice Set

Known Languages

Common
Infernal

Features & Other

Darkvision 60 feet
Hellish Resistance (resist fire dmg)
Otherworldly Patron (The Hexblade)
Expanded Spell List (The Hexblade – XGE 55)
Legacy of Malbolge (MTF 22)
Know Minor Illusion cantrip
Disguise Self (@L3) – once per long rest
Invisibility (@L5) – once per long rest
Resilient (+1 CHA) (PHB 168)

Main Pouch of Currency in Backpack.

Currency	Copper	Amount	N/A
Currency	Silver	Amount	12
Currency	Gold	Amount	451
Currency	Platinum	Amount	0

18 AC	normal CONDITIONS
+2 INITIATIVE	Maximum 45 Temporary -
30 SPEED	45 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	6	Dice left	6
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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	000	Failures	000
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Weapon	Whip	Range	10
To hit	+4+3 CH/PR	Damage	1d4+4(CH) slashing
Finesse, reach			

Weapon	Scimitar	Range	5
To hit	+4+3 CH/PR	Damage	1d6+4(CH) slashing
Finesse, light			

Number of attacks per attack action	0000
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Inventory (Max Encumbrance: 120) current weight: ~66.0

Armor: Scale Mail (AC 14+DX mod), Shield (AC +2)
Simple Belts/Straps (Decoy Pouch (empty), sheathed scimitar, Healing Potions(1 Greater, 1 Regular))
Backpack (Pouch of Currency, Rations (8 days), Signal Whistle, Steel Mirror, Thieves Tools, Waterskin)

Item	Oil Flask	Count	-
Item	Rations (days)	Count	8
Item	Healing Potion	Count	2

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) 4	Spells known	(7+2) 9		
Max. spell slots	2	Slots used	0000		

HEXBLADE'S CURSE @ Level 1 (XGE 55)

Gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 min. The curse ends early if the target dies, you die, or you are incapacitated. Until ended, you gain the following benefits

- bonus to damage rolls against cursed target equal to proficiency bonus
- any attack roll you make against cursed target is critical hit on 19 or 20 on d20
- If cursed target dies, you regain hit points equal to warlock level + charisma modifier

You cant use this feature again until finish a short or long rest.

Number of times used	0
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HEX WARRIOR @ Level 1 (XGE 55)

Acquire the training necessary to effectively arm yourself for battle. Gain prof. With medium armor, shields, and martial weapons.

Influence of patron allows you to mystically channel your will through weapon.

Whenever you finish a long rest, you can touch one weapon that you are proficient with that lacks the two handed property. When you attack with that weapon, you can use your charisma modifier, instead of strength or dexterity, for the attack and damage rolls. Benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.

ELDRITCH INVOCATIONS @ Level 2, 5, 7, 9, 12, 15 and 18

Level 2 invocation	Improved Pact Weapon	XGE 57
Level 2 invocation	Agonizing Blast	PHB 110
Level 5 invocation	Thirsting Blade	PHB 111
Level 7 invocation		
Level 9 invocation		
Level 12 invocation		
Level 15 invocation		
Level 18 invocation		

PACT BOON @ Level 3

● Pact of the Blade (PHB 107)

ACCURSED SPECTER @ Level 6 (XGE 56)

You can curse the soul of a person you slay, temporarily binding it to your service. When you slay a humanoid, you can cause its spirit to rise from its corpse as a specter, the statistics for which are in MM. When specter appears, it gains temporary hit points equal to half your warlock level. Roll initiative for the specter which has its own turns. It obeys your verbal commands and gains special bonus to its attack rolls equal to your constitution modifier. Remains in service until end of next long rest at which point it vanishes to afterlife. Once used you cant use feature again until finish a long rest.

Number of times used	0
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ARMOR OF HEXES @ Level 10 (XGE 56)

Your hex grows more powerful. If the target cursed by your Hexblade's Curse hits you with an attack roll, you can use reaction to roll d6. On 4 or higher, the attack missed you regardless of its roll.

MASTER OF HEXES @ Level 14 (XGE 56)

Can spread your Hexblade's curse from a slain creature to another creature. When creature cursed by Hexblade's curse dies, you can apply the curse to a different creature you can see within 30 feet of you, provided you aren't incapacitated. When you apply the curse in this way, you don't regain hit points from the death of the previously cursed creature.

WARLOCK - THE HEXBLADE (XGE 55)

PERSONALITY TRAITS: I don't pay attention to the risks in a Situation. Never tell me the odds.

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: Something important was taken from me, and I aim to steal it back

FLAWS: I have a "tell" that reveals when I'm lying.

Background: Criminal (PHB 129)

Alignment: Neutral Evil
Age: About 25
Height: 160 cm
Weight: 145 lb
Eyes: Pitch Black
Skin: Cambrian Blue
Hair: Black and Blue

Cantrips Known

More Cantrips Known

More Eldritch Invocations Known

Spell name	Minor Illusion		pg.	PHB 260
Casting time	1 action	Range	30 feet	
Components	S,M	Duration	1 minute	
Material: a bit of fleece				
<p>You create a sound or an image of an object within range that lasts for the duration. Illusion ends if you dismiss it as an action or cast this spell again.</p> <p>If you create a sound, volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. Sound continues unabated throughout the duration or you can make discrete sounds at different times before the spell ends.</p> <p>If you create an image of an object, such as a chair, muddy footprints, or a small chest, it must be no larger than a 5 foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.</p> <p>If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful intelligence check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.</p>				
Spell name	Green-Flame Blade		pg.	TCE 107
Casting time	1 action	Range	Self (5 feet)	
Components	S,M	Duration	Instantaneous	
Material: a melee weapon worth at least 1sp [required]				
<p>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.</p>				
Spell name	Eldritch Blast		pg.	PHB 237
Casting time	1 action	Range	120 feet	
Components	V,S	Duration	Instantaneous	
<p>A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the Target. On a hit, the target takes 1d10 FORCE damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different one. Make a separate attack roll for each beam.</p>				
Spell name	Sword Burst		pg.	TCE 115
Casting time	1 action	Range	Self (5 feet)	
Components	V	Duration	Instantaneous	
<p>You create a momentary circle of spectral blades that sweep around you. All other creatures within 5 feet of you must each succeed on a Dexterity saving throw or take 1d6 FORCE damage.</p> <p>This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).</p>				

Spell name	-		pg.	-
Casting time	1 action	Range	30 feet	
Components	S	Duration	Instantaneous Or 1 hour	
Cantrip description				

Eldritch Invocations Known

Invocation	Agonizing Blast		pg.	PHB 110
When you cast eldritch blast, add your Charisma modifier to the damage it deals on hit.				
Invocation	Improved Pact Weapon		pg.	XGE 57
<p>You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells. In addition, the weapon gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls.</p> <p>Finally, the weapon you conjure can be a shortbow, longbow, light crossbow, or a heavy crossbow.</p>				
Invocation	Thirsting Blade		pg.	PHB 111
You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.				

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|---------|-------------|
| ● ACID | ● LIGHTNING |
| ● COLD | ● NECROTIC |
| ● FIRE | ● PSYCHIC |
| ● FORCE | ● THUNDER |

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

Spells Known

Spell name	Hex	pg.	PHB 251
Casting time	1 bonus action	Range	90 feet
Components	V,S,M	Duration	Concentration Up to 1 hour

Material: petrified eye of a newt

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 NECROTIC damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

A remove curse cast on the target ends this spell early.

At higher levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Spell name	Wrathful Smite	pg.	PHB 289
Casting time	1 bonus action	Range	Self
Components	V	Duration	Concentration Up to 1 minute

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 PSYCHIC damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

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	Blur	pg.	PHB 219
Casting time	1 action	Range	Self
Components	V	Duration	Concentration Up to 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

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

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.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

ALL SPELLS IN THIS COLUMN REQUIRE SPELL SLOTS TO CAST

More Spells Known

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

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	Counterspell	pg.	PHB 229
Casting time	1 reaction	Range	60 feet
Components	S	Duration	Instantaneous

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

ALL SPELLS IN THIS COLUMN REQUIRE SPELL SLOTS TO CAST

Spells via Patron

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

You make yourself – including 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 live 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 had 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.

This spell is available as part of the Legacy of Malbolge trait of Glasya Tieflings. It is not considered a known spell, and is always cast as 1st level. Once cast, you regain the ability to do so when you finish a long rest.

Number of times used	<input type="text"/>
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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.

This spell is available as part of the Legacy of Malbolge trait of Glasya Tieflings. It is not considered a known spell, and is always cast as 2nd level. Once cast, you regain the ability to do so when you finish a long rest.

Number of times used	<input type="text"/>
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ALL SPELLS IN THIS COLUMN MAY BE CAST ONCE PER LONG REST WITHOUT USING A SPELL SLOT

- | | |
|---|---|
|  ACID |  LIGHTNING |
|  COLD |  NECROTIC |
|  FIRE |  PSYCHIC |
|  FORCE |  THUNDER |