CHARACTER NAME

BACKGROUND: Tiefling
SPECIES

CLASS: Warlock
SUBCLASS: Fiend

LEVEL
XP

ARMOR CLASS: 13
SHIELD

HIT POINTS
CURRENT
TEMP
MAX

HIT DICE
SPENT
d8 (x Level)
MAX

DEATH SAVES
SUCCESSES
FAILURES

HP = 7 x Level + 3

DUNGEONS & DRAGONS

PROFICIENCY BONUS: +2
+3 at Level 5

STRENGTH
-1 MODIFIER, 8 SCORE
- ○ Saving Throw
- ○ Athletics

DEXTERITY
+2 MODIFIER, 14 SCORE
- ○ Saving Throw
- ○ Acrobatics
- ○ Sleight of Hand
- ⊗ Stealth

CONSTITUTION
+2 MODIFIER, 14 SCORE
- ○ Saving Throw

HEROIC INSPIRATION

INTELLIGENCE
+0 MODIFIER, 10 SCORE
- ○ Saving Throw
- ⊗ Arcana
- ○ History
- ○ Investigation
- ○ Nature
- ○ Religion

WISDOM
+1 MODIFIER, 12 SCORE
- ⊗ Saving Throw
- ○ Animal Handling
- ○ Insight
- ○ Medicine
- ○ Perception
- ○ Survival

CHARISMA
+4 (18) at Level 4
+3 MODIFIER, 17 SCORE
- ⊗ Saving Throw
- ⊗ Deception
- ⊗ Intimidation
- ○ Performance
- ○ Persuasion

INITIATIVE	SPEED	SIZE	PASSIVE PERCEPTION
+2	30	Medium	11

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Eldritch Blast	+5	1d10 force	120 ft.
	[Level 4] +6 [Level 5] +7	[Level 2] +3 dmg [Level 4] +4 dmg [Level 5] 2 beams	
Fire Bolt	+5	1d10 fire	120 ft.
[Level 4] Mind Sliver	INT 13	1d6 psychic	60ft., -1d4 on next Saving Throw
	[Level 4] 14 [Level 5] 15	[Level 5] 2d6	

CLASS FEATURES PHB pg. 153

[Level 1] Eldritch Invocations. Eldritch Mind. Advantage on CON saves for Concentration.
[Level 2] Agonizing Blast. Eldritch Blast +3 damage [Level 4 = +4].
[Level 2] Devil's Sight. See normally for 120 ft. in (magical) Darkness.
[Level 5] One with Shadows. In Dim Light/Darkness, cast *Invisibility* without Spell Slot.
[Level 5] Ascendant Step. Cast *Levitate* without expending a Spell Slot.

[Level 2] Magical Cunning. Perform 1 minute rite to regain half your max. Spell Slots.

[Level 3] Dark One's Blessing. Add 1d10 to ability check or saving throw, 3 times/Long Rest [Level 4 = 4 times].

SPECIES TRAITS PHB, pg. 197

[Level 1] Infernal Tiefling. Darkvision 60 ft.
Resistance to Fire damage

[Level 3] Cast *Hellish Rebuke* without Spell Slot 1/Long Rest.

[Level 5] Cast *Darkness* without Spell Slot 1/Long Rest.

FEATS

[Level 1] Lucky. 2 Luck Points [Level 5 = 3], spend 1 Point to gain Advantage on D20 Test, or impose Disadvantage on Attack against you

[Level 4] Shadow-Touched. Cast Invisibility and Inflict Wounds each without Spell Slot once per Long Rest.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light, Medium, Heavy, Shields

WEAPONS
simple weapons

TOOLS
Calligrapher's Tools

Charisma

SPELLCASTING ABILITY

+3	SPELLCASTING MODIFIER [Level 4] +4
13	SPELL SAVE DC [Level 4] 14 [Level 5] 15
+5	SPELL ATTACK BONUS [Level 4] +6 [Level 5] +7

SPELL SLOTS

	Total	Expended
Level 1		
Level 2		
Level 3		

[Level 1] 2x 1st-Level Slots
[Level 2] 3x 1st-Level Slots
[Level 3] 4x 1st-Level + 2x 2nd-Level Slots
[Level 4] 4x 1st-Level + 3x 2nd-Level Slots
[Level 5] 4x 1st-Level + 3x 2nd-Level + 2x 3rd-Level Slots

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Eldritch Blast			C R M	
0	Thaumaturgy			C R M	
0	Minor Illusion			C R M	
0	Fire Bolt			C R M	
0	[Level 4] Mind Sliver			C R M	
1	Arms of Hadar			C R M	
1	Hex			C R M	
1	[Level 2] Bane			R M	
1	[Level 3] Hellish Rebuke			R M	Once/LR for free
1	[Level 4] Inflict Wounds			R M	Once/LR for free
2	[Level 3] Darkness			C R M	[Level 5] Once/LR for free
2	[Level 4] Invisibility			C R M	Once/LR for free
2	[Level 4] Misty Step			C R M	
3	[Level 5] Counterspell			C R M	
3	[Level 5] Hunger of Hadar			C R M	

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Infernal, Elvish

EQUIPMENT

Leather Armor, Sickle, 2 Daggers, Arcane Focus (orb), Book (occult lore), Scholar's Pack, Calligrapher's Tools

1 potion of healing

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
			15	

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