



Celestial Patron
Warlock

CHARACTER NAME
Entertainer

BACKGROUND
Tiefling (Infernal)

SPECIES

Warlock

CLASS
Celestial Patron

SUBCLASS

3

LEVEL

XP

ARMOR CLASS

14

SHIELD

HIT POINTS

CURRENT

TEMP
24

MAX

HIT DICE

SPENT
3x d8

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

+0

10

MODIFIER

SCORE

INITIATIVE

+2

SPEED

30

SIZE

M

PASSIVE PERCEPTION

11

STRENGTH

+0

10

MODIFIER

SCORE

☐ 0 Saving Throw

☐ 0 Athletics

☐ 0 Saving Throw

☐ 0 Arcana

☐ 0 History

☐ 0 Investigation

☐ 0 Nature

☐ 0 Religion

DEXTERITY

+2

15

MODIFIER

SCORE

☐ 2 Saving Throw

☒ 4 Acrobatics

☐ 2 Sleight of Hand

☐ 2 Stealth

WISDOM

+1

12

MODIFIER

SCORE

☒ 3 Saving Throw

☐ 1 Animal Handling

☐ 1 Insight

☐ 1 Medicine

☐ 1 Perception

☐ 1 Survival

CONSTITUTION

+2

14

MODIFIER

SCORE

☐ 3 Saving Throw

CHARISMA

+5

20

MODIFIER

SCORE

☒ 7 Saving Throw

☐ 5 Deception

☒ 7 Intimidation

☒ 7 Performance

☒ 7 Persuasion

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ☒ Light ☒ Medium ☒ Heavy ☒ Shields

WEAPONS

TOOLS

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Dagger	+4	1d4+2 Piercing	Melee or Thrown, Range 20/60
Dart (x10)	+4	1d4+2 Piercing	Thrown, Range 20/60
Spell Attack	+7		
Spell Save DC	15		

CLASS FEATURES

Pact Magic: Regain all spell slots on a short rest.

Magical Cunning: Once per long rest you can perform an esoteric rite (e.g. chanting a mantra) for 1 minute and regain 1 spell slot.

Devil's Sight: See 120ft in both magical & regular Darkness.

Mask of Many Faces: Cast Disguise Self without expending a spell slot.

Healing Light: 4x d6 healing as a bonus action to anyone within 60 ft. Regain per long rest.

Pact of the Chain: Once per long rest, Summon Quasit familiar without using spell slot. You can forgo one of your own attacks to allow your familiar to attack with its Reaction.

SPECIES TRAITS

Infernal Legacy: You have Resistance to Fire damage.

Cast Hellish Rebuke once per long rest without expending a spell slot.

FEATS

Encouraging Song: As you finish a Short or Long Rest, you can play a song on a Musical Instrument with which you have proficiency and give Heroic Inspiration to allies who hear the song.

Musical Instruments: Creepy Shruti Box, Kalimba, and Ocarina.

SPELLCASTING ABILITY

+5

SPELLCASTING MODIFIER

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS



SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
LEVEL 1			LEVEL 4			LEVEL 7		
LEVEL 2	2		LEVEL 5			LEVEL 8		
LEVEL 3			LEVEL 6			LEVEL 9		

APPEARANCE

BACKSTORY & PERSONALITY

Your pact draws on the Upper Planets, realms of divine opulence. By forging an agreement with the demigoddess Kālī, you wield both light and dark powers, allowing you to heal with heavenly light, and terrify with dark magic.

Alignment

CANTRIPS & PREPARED SPELLS					
Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
C	Fire Bolt	A	120	✧C ✧R ✧M	1d10 fire dmg on hit, set fire to flammable objects
C	Sacred Flame	A	60	✧C ✧R ✧M	Dex save or take 1d8 radiant and no benefit from cover
C	Light	A	Touch	✧C ✧R ✧M	1h, touch object and it sheds light to 40ft
C	Minor Illusion	A	30	✧C ✧R ✧M	1 min, sound or image, not both, successful Int (Investigation) check to tell it is fake
C	Toll the Dead	A	60	✧C ✧R ✧M	Wis save, 1d8 necrotic, or 1d12 necrotic if target is missing any HP
C	Thaumaturgy	A	30	✧C ✧R ✧M	Altered Eyes, Booming Voice, Fire Play, Invisible Hand, Phantom Sound, Tremors
2	Aid	A	30	✧C ✧R ✧M	8 hours. 3 creatures max HP increase by 5
2x	Hellish Rebuke	R	60	✧C ✧R ✧M	Cast 1x without using slot. Someone dmg you, dex save or take 3d10 fire dmg, or half
2	Cure Wounds	A	Touch	✧C ✧R ✧M	Heal 3d8+5 HP
2	Lesser Restoration	B	Touch	✧C ✧R ✧M	Cure: Blinded, Deafened, Paralyzed, or Poisoned
2	Guiding Bolt	A	120	✧C ✧R ✧M	5d6 Radiant dmg on hit, next attack against target has advantage
2x	Disguise Self	A	Self	✧C ✧R ✧M	1x without slot. 1 hour, make yourself look different
2x	Find Familiar (Quasit)	A	10	✧C ✧R ✧M	1x without slot. Cast spells via, communicate telepathic, Bonus action see through eyes
2	Darkness	A	60	✧C ✧R ✧M	15ft sphere on point or object, darkvision can't see through it. Cannot move darkness
2	Hex	B	90	✧C ✧R ✧M	4h. Curse creature. Extra 1d6 dmg from each of your hits. Has disadv on one ability
2	Witch Bolt	A	60	✧C ✧R ✧M	3d12 Lightning dmg on hit, next turn Bonus action 2d12 dmg even if first attack missed
2	Tasha's Hideous Laughter	A	30	✧C ✧R ✧M	2 creatures. Wisdom save or Prone and Incapacitated. Save again if hurt or next turn
				✧C ✧R ✧M	
				✧C ✧R ✧M	
				✧C ✧R ✧M	
				✧C ✧R ✧M	

LANGUAGES

Common, Celestial, Infernal

EQUIPMENT

Studded Leather Armor
Shruti Box, Kalimba, Ocarina
Flower from the Pārijāta Tree (Arcane Focus)
Book of Lore (Bhagavad-Gita)
Costumes (x2)
Mirror
Perfume
Ink Pen
Lamp
Parchment

Magic Item Attunement

QUASIT

Tiny Fiend (Demon), Chaotic Evil

AC 13Initiative +3 (13)

HP 25 (10d4)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	5	-3 -3	DEX	17	+3 +3	CON	10	+0 +0
INT	7	-2 -2	WIS	10	+0 +0	CHA	10	+0 +0

Skills Stealth +5

Resistances Cold, Fire, Lightning

Immunities Poison; Poisoned

Senses Darkvision 120 ft., Passive Perception 10

Languages Abyssal, Common

CR 1 (XP 200; PB +2)

TRAITS

Magic Resistance. The quasit has Advantage on saving throws against spells and other magical effects.

ACTIONS

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage, and the target has the Poisoned condition until the start of the quasit's next turn.

Invisibility. The quasit casts *Invisibility* on itself, requiring no spell components and using Charisma as the spellcasting ability.

Scare (1/Day). *Wisdom Saving Throw:* DC 10, one creature within 20 feet. *Failure:* The target has the Frightened condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. *After* 1 minute, it succeeds automatically.

Shape-Shift. The quasit shape-shifts to resemble a bat (Speed 10 ft., Fly 40 ft.), a centipede (40 ft., Climb 40 ft.), or a toad (40 ft., Swim 40 ft.), or it returns to its true form. Its statistics are the same in each form, except for its Speed. Any equipment it's wearing or carrying isn't transformed.

COINS

CP	SP	EP	GP	PP
			15	

SPELLBOOK

CANTRIPS

FIRE BOLT

level 0 - evocation

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Fire damage. A flammable object hit by this spell starts burning if it isn't being worn or carried.
Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

LIGHT

level 0 - evocation

Casting Time: Action
Range: Touch
Components: V, M (a firefly or phosphorescent moss)
Duration: 1 hour

You touch one Large or smaller object that isn't being worn or carried by someone else. Until the spell ends, the object sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The light can be colored as you like. Covering the object with something opaque blocks the light. The spell ends if you cast it again.

MINOR ILLUSION

level 0 - illusion

Casting Time: Action
Range: 30 feet
Components: S, M (a bit of fleece)
Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. See the descriptions below for the effects of each. The illusion ends if you cast this spell again.
If a creature takes a Study action to examine the sound or image, the creature 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 illusion becomes faint to the creature.
Sound. If you create a sound, its 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. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.
Image. 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, since things can pass through it.

SACRED FLAME

level 0 - evocation

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 Radiant damage. The target gains no benefit from Half Cover or Three-Quarters Cover for this save.
Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

THAUMATURGY

level 0 - transmutation

Casting Time: Action
Range: 30 feet
Components: V
Duration: Up to 1 minute

You manifest a minor wonder within range. You create one of the effects below within range. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time.
Altered Eyes. You alter the appearance of your eyes for 1 minute.
Booming Voice. Your voice booms up to three times as loud as normal for 1 minute. For the duration, you have Advantage on Charisma (Intimidation) checks.
Fire Play. You cause flames to flicker, brighten, dim, or change color for 1 minute.
Invisible Hand. You instantaneously cause an unlocked door or window to fly open or slam shut.
Phantom Sound. You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
Tremors. You cause harmless tremors in the ground for 1 minute.

TOLL THE DEAD

level 0 - necromancy

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You point at one creature you can see within range, and the single chime of a dolorous bell is audible within 10 feet of the target. The target must succeed on a Wisdom saving throw or take 1d8 Necrotic damage. If the target is missing any of its Hit Points it instead takes 1d12 Necrotic damage.
Cantrip Upgrade. The damage increases by one die when you reach levels 5 (2d8 or 2d12), 11 (3d8 or 3d12), and 17 (4d8 or 4d12).

LEVEL 1

CURE WOUNDS

level 1 - abjuration

Casting Time: Action
Range: Touch
Components: V, S
Duration: Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier.
Using a Higher-Level Spell Slot. The healing increases by 2d8 for each spell slot level above 1.

DISGUISE SELF

level 1 - illusion

Casting Time: 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. You can seem 1 foot shorter or taller and can appear heavier or lighter. You must adopt a form that has the same basic arrangement of limbs as you have. 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.
To discern that you are disguised, a creature must take the Study action to inspect your appearance and succeed on an Intelligence (Investigation) check against your spell save DC.

FIND FAMILIAR

level 1 - conjuration (ritual)

Casting Time: 1 hour or Ritual
Range: 10 feet
Components: V, S, M (burning incense worth 10+ GP, which the spell consumes)
Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: **Bat, Cat, Frog, Hawk, Lizard, Octopus, Owl, Rat, Raven, Spider, Weasel**, or another Beast that has a Challenge Rating of 0. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a Celestial, Fey, or Fiend (your choice) instead of a Beast. Your familiar acts independently of you, but it obeys your commands.
Telepathic Connection. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as a Bonus Action, you can see through the familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it has.
Finally, when you cast a spell with a range of touch, your familiar can deliver the touch. Your familiar must be within 100 feet of you, and it must take a Reaction to deliver the touch when you cast the spell.
Combat. The familiar is an ally to you and your allies. It rolls its own Initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.
Disappearance of the Familiar. When the familiar drops to 0 Hit Points, it disappears. It reappears after you cast this spell again. As a Magic action, you can temporarily dismiss the familiar to a pocket dimension. Alternatively, you can dismiss it forever. As a Magic action while it is temporarily dismissed, you can cause it to reappear in an unoccupied space within 30 feet of you. Whenever the familiar drops to 0 Hit Points or disappears into the pocket dimension, it leaves behind in its space anything it was wearing or carrying.
One Familiar Only. You can't have more than one familiar at a time. If you cast this spell while you have a familiar, you instead cause it to adopt a new eligible form.

GUIDING BOLT

level 1 - evocation

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: 1 round

You hurl a bolt of light toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 4d6 Radiant damage, and the next attack roll made against it before the end of your next turn has Advantage.
Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

HELLISH REBUKE

level 1 - evocation

Casting Time: Reaction, which you take in response to taking damage from a creature that you can see within 60 feet of yourself

Range: 60 feet

Components: V, S

Duration: Instantaneous

The creature that damaged you is momentarily surrounded by green flames. It makes a Dexterity saving throw, taking 2d10 Fire damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 1.

HEX

level 1 - enchantment

Casting Time: Bonus Action

Range: 90 feet

Components: V, S, M (the petrified eye of a newt)

Duration: Concentration, up to 1 hour

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 roll. 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 later turn to curse a new creature.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 2 (up to 4 hours), 3-4 (up to 8 hours), or 5+ (up to 24 hours).

TASHA'S HIDEOUS LAUGHTER

level 1 - enchantment

Casting Time: Action

Range: 30 feet

Components: V, S, M (a tart and a feather)

Duration: Concentration, up to 1 minute

One creature of your choice that you can see within range makes a Wisdom saving throw. On a failed save, it has the Prone and Incapacitated conditions for the duration. During that time, it laughs uncontrollably if it's capable of laughter, and it can't end the Prone condition on it self.

At the end of each of its turns and each time it takes damage, it makes another Wisdom saving throw. The target has Advantage on the save if the save is triggered by damage. On a successful save, the spell ends.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level about 1.

WITCH BOLT

level 1 - evocation

Casting Time: Action

Range: 60 feet

Components: V, S, M (a twig struck by lightning)

Duration: Concentration, up to 1 minute

A beam of crackling energy lances toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against it. On a hit, the target takes 2d12 Lightning damage.

On each of your subsequent turns, you can take a Bonus Action to deal 1d12 Lightning damage to the target automatically, even if the first attack missed. The spell ends if the target is ever outside the spell's range or if it has Total Cover from you.

Using a Higher-Level Spell Slot. The initial damage increases by 1d12 for each spell slot level above 1.

LEVEL 2

AID

level 2 - abjuration

Casting Time: Action

Range: 30 feet

Components: V, S, M (a strip of white cloth)

Duration: 8 hours

Choose up to three creatures within range. Each target's Hit Point maximum and current Hit Points increase by 5 for the duration.

Using a Higher-Level Spell Slot. Each target's Hit Points increase by 5 for each spell slot level above 2.

DARKNESS

level 2 - evocation

Casting Time: Action

Range: 60 feet

Components: V, M (bat fur and a piece of coal)

Duration: Concentration, up to 10 minutes

For the duration, magical Darkness spreads from a point within range and fills a 15-foot-radius Sphere. Darkvision can't see through it, and nonmagical light can't illuminate it.

Alternatively, you cast the spell on an object that isn't being worn or carried, causing the Darkness to fill a 15-foot Emanation originating from that object. Covering that object with something opaque, such as a bowl or helm, blocks the Darkness.

If any of this spell's area overlaps with an area of Bright Light or Dim Light created by a spell of level 2 or lower, that other spell is dispelled.

LESSER RESTORATION

level 2 - abjuration

Casting Time: Bonus Action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and end one condition on it: Blinded, Deafened, Paralyzed, or Poisoned.