



AC	CONDITIONS
INITIATIVE	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; padding: 5px; border-radius: 10px;">Maximum</div> <div style="border: 1px solid black; padding: 5px; border-radius: 10px;">Temporary</div> </div>
SPEED	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		Max. dice		Dice left	
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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 <div style="display: inline-block; width: 20px; height: 20px; border: 1px solid black; border-radius: 50%; margin: 0 5px;"></div> <div style="display: inline-block; width: 20px; height: 20px; border: 1px solid black; border-radius: 50%; margin: 0 5px;"></div> <div style="display: inline-block; width: 20px; height: 20px; border: 1px solid black; border-radius: 50%; margin: 0 5px;"></div>	Failures <div style="display: inline-block; width: 20px; height: 20px; border: 1px solid black; border-radius: 50%; margin: 0 5px;"></div> <div style="display: inline-block; width: 20px; height: 20px; border: 1px solid black; border-radius: 50%; margin: 0 5px;"></div> <div style="display: inline-block; width: 20px; height: 20px; border: 1px solid black; border-radius: 50%; margin: 0 5px;"></div>
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Currency	Amount
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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.

PACT BOON @ Level 3
Select one Pact Boon from the list below.

○ Part of the Chain
You learn Find Familiar and can cast it as a ritual. It does not count towards number of spells known. You can choose normal familiar forms or Imp, Pseudodragon, Quasit or Sprite. When you Attack, you can forgo one attack to allow your familiar to make one attack of its own.

○ Pact of the Blade

As an Action, create a magical weapon in your hand. You are proficient with the weapon while you wield it. The weapon disappears if you are more than 5 ft. away from it for 1 min. or more, if you use this feature again, if you dismiss it or if you die.

You can transform a magical weapon into your pact weapon by performing a ritual for 1 hour. You can then dismiss the weapon and summon it again when you create your pact weapon thereafter. The weapon stops being your pact weapon if you die, if you perform the ritual on another weapon or if you spend 1 hour to break the bond. The weapon then appears at your feet if it's not already summoned.

○ **Part of the Tome**
You are gifted The Book of Shadows from your patron containing three catnips of your choice from any class. While you have the book, you can cast these catnips at will. They don't count towards total catnips 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 advantage on the next attack against the creature before the end of your next turn. Regain after 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	<input type="radio"/>
7th level spell		Used	<input type="radio"/>
8th level spell		Used	<input type="radio"/>
9th level spell		Used	<input type="radio"/>

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 ○

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

Number of times used

Notes

[illegible]