

DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

SAVING THROWS

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

SKILLS

PASSIVE PERCEPTION

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Celestial Resistance. You have resistance to necrotic damage and radiant damage.

Healing Hands (Action—1/Long Rest). You can touch a creature and cause it to regain 6 hit points.

Light Bearer. You know the light cantrip. (Spellcasting: Charisma)

Radiant Consumption (1/Long Rest). Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your turns, you and each creature within 10 feet of you take 3 radiant damage. In addition, once on each of your turns, you can deal 6 extra radiant damage to one target when you deal damage to it with an attack or a spell.

RACIAL TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Eldritch Invocations.

Agonizing Blast. When you cast eldritch blast, add 5 to the damage it deals on a hit.

Eyes of the Rune Keeper. You can read all writing.

Armor of Shadows. You can cast mage armor on yourself at will, without expending a spell slot or material components.

Pact of the Blade (Action). Create a pact weapon in your empty hand. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Hexblade's Curse (Bonus Action—1/Short Rest).

Choose one creature you can see within 30ft. The target is cursed for 1 minute. Until the curse ends, you gain the following benefits: You gain a +3 bonus to damage rolls against the cursed target and any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20. If the cursed target dies, you regain 11 hp.

Hex Warrior. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use +8 for the attack and +5 damage.

Accursed Specter (1/Long Rest). You can curse the soul of humanoid you slay turning it into a Specter until the end of your next long rest, it gains 3 temporary hp, rolls initiative, has its own turns, and gains a +5 bonus to attack rolls.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Thieves' tools, Dice set

Languages. Common, Celestial

PROFICIENCIES & LANGUAGES

INITIATIVE

NAME

RANGE

ATTACK

DAMAGE / TYPE

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I don't pay attention to the risks in a situation. Never tell me the odds. I don't pay attention to the risks in a situation. Never tell me the odds.

PERSONALITY TRAITS

Charity. I steal from the wealthy so that I can help people in need. (Good)

IDEAL

Someone I loved died because of I mistake I made. That will never happen again.

BOND

If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.

FLAW

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

Amulet of Protection. While wearing this amulet, you gain a +1 bonus to AC.

Arrow-Catching Shield. You gain a +2 bonus to AC against ranged attacks while you wield this shield. This bonus is in addition to the shield's normal bonus to AC. In addition, whenever an attacker makes a ranged attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

Corpse Slayer Longsword, +1. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit an undead creature with an attack using this weapon, the attack deals an extra 1d8 damage of the weapon's type, and the creature has disadvantage on saving throws against effects that turn undead until the start of your next turn.

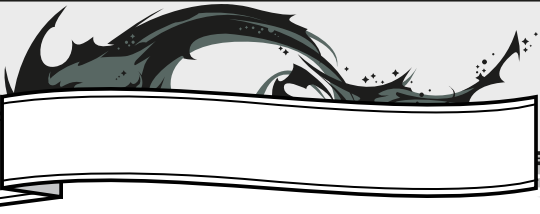
INVENTORY — ITEM DESCRIPTIONS & NOTES

ADDITIONAL TREASURE

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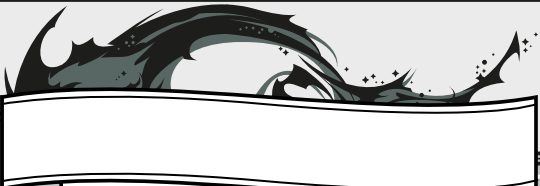
SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS

1ST LEVEL

2ND LEVEL

3RD LEVEL 2 SPELL SLOTS



SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS

1ST LEVEL

Eldritch Blast

Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

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 ones. Make a separate attack roll for each beam.

Pact Magic (Warlock)

Player's Handbook

Light

Evocation Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	1 hour
COMPONENTS	V, M (a firefly or phosphorescent moss)

You touch one object that is no larger than 10 feet in any dimension. 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. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Light Bearer (Aasimar)

Player's Handbook

Mage Hand

Conjuration Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	1 minute
COMPONENTS	V, S

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

Pact Magic (Warlock)

Player's Handbook

Magic Stone

Transmutation Cantrip

CASTING TIME	1 bonus action
RANGE	Touch
DURATION	1 minute
COMPONENTS	V, S

You touch one to three pebbles and imbue them with magic. You or someone else can make a ranged spell attack with one of the pebbles by throwing it or hurling it with a sling. If thrown, it has a range of 60 feet. If someone else attacks with the pebble, that attacker adds your spellcasting ability modifier, not the attacker's, to the attack roll. On a hit, the target takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier. Hit or miss, the spell then ends on the stone.

If you cast this spell again, the spell ends early on any pebbles still affected by it.

Pact Magic (Warlock)

Xanathar's Guide to Everything

Armor of Agathys

1st-level abjuration

CASTING TIME	1 action
RANGE	Self
DURATION	1 hour
COMPONENTS	V, S, M (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 above 1st.

Pact Magic (Warlock)

Player's Handbook

Hex

1st-level enchantment

CASTING TIME	1 bonus action
RANGE	90 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (the 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.

Pact Magic (Warlock)

Player's Handbook

Mage Armor

1st-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	8 hours
COMPONENTS	V, S, M (a piece of cured leather)

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Armor of Shadows (Warlock)

Player's Handbook

Branding Smite

2nd-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it is invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

Pact Magic (Warlock)

Player's Handbook

Hold Person

2nd-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a small, straight piece of iron)

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target an additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Pact Magic (Warlock)

Player's Handbook

Misty Step

2nd-level conjuration

CASTING TIME

1 bonus action

RANGE

Self

DURATION

Instantaneous

COMPONENTS

V

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Pact Magic (Warlock)

Player's Handbook

Dispel Magic

3rd-level abjuration

CASTING TIME

1 action

RANGE

120 feet

DURATION

Instantaneous

COMPONENTS

V, S

Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Pact Magic (Warlock)

Player's Handbook

Remove Curse

3rd-level abjuration

CASTING TIME

1 action

RANGE

Touch

DURATION

Instantaneous

COMPONENTS

V, S

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

Pact Magic (Warlock)

Player's Handbook

You gain a +2 bonus to AC against ranged attacks while you wield this shield. This bonus is in addition to the shield's normal bonus to AC. In addition, whenever an attacker makes a ranged attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit an undead creature with an attack using this weapon, the attack deals an extra 1d8 damage of the weapon's type, and the creature has disadvantage on saving throws against effects that turn undead until the start of your next turn.

A sickly red glow emanates from the attuned creature's chest, spreading across all creatures within a 300 ft radius. Each creature within range must make a DC 17 Charisma saving throw or become Charmed for 1 minute. If they are immune to charm, they become frightened instead.

Any creature Charmed or Frightened gains Short Term Madness at the beginning of each of their turns. This ability may be used a number of times equal to your proficiency modifier before a long rest.

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

When you drink this potion, you gain the "enlarge" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Tobacco leaves.

A dragon's scale.

A smoking pipe

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Any creature Charmed or Frightened gains Short Term Madness at the beginning of each of their turns. This ability may be used a number of times equal to your proficiency modifier before a long rest.

These soft, jelly-like spheres are in constant motion as a red stripe swirls hypnotically across the surface.

A creature may attune to a Swirly Eye by pressing it into their eye socket. The jelly-like sphere will engulf their eye and cover it like a lense.

As an action, once per day, the attuned creature may target one creature it can see within 60 feet and cause them to make a Charisma saving throw against your spell save DC. On a failure, the target's maximum hit points are reduced by 3d4 for 24 hours. If the maximum is reduced to 0, the target dies.

A creature may attune to one swirly eye at a time and may not attune to another for 24 hours after attunement ends.