

WARLOCK

CHARACTER NAME

PLAYER	CLASS AND LEVEL		RACE	<u> </u>			
ALIGNMENT DEITY SIZE	AGE GE	NDER HEIGHT V	VEIGHT		CAMPAI	GN	
STR STRENGTH AC ARMOR CLASS	TOTAL ARMOR SHIELD BONUS = 10 + +	DEX SIZE NATURAL DEFLECTION MISC. MODIFIER MODIFIER AMMOR MODIFIER MODIFIER + + + + + + + + + + + + + + + + + + +	TOUCH ARMOR CLASS		FLAT-	FOOTED ARMOR CLAS	D SS
DEX DEXTERITY HP HIT POINTS WOUNDS/CURI	TOTAL NONLETHAL DAMAGE EENT HP FAST HEALING		ONAL AC MOI	DIFIERS			
INT		SKI SKIITS			MAX (CLASS/CROS	RANKS is-class)	/
WIS WISDOM	/ COLD IRON	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
CHA CHARISMA	1	☐ Appraise ■	INT		=+	+	t
CHARISMA	DEX MISC.	□ Balance ■ □ Bluff ■	DEX* CHA		=+	+	r
INITIATIV	TOTAL DEX MISC. MODIFIER MODIFIER	CLIMB ■	STR*	H			- +
INITIATIV	IER +	✓ CONCENTRATION ■	CON		=+		+
SAVING THROWS TOTAL BASE ABILITY MAGIC MISC. TEMPODIFIER MODIFIER	ORARY FIER CONDITIONAL MODIFIERS	✓ CRAFT ■ (.) INT		=+	+	
FORTITUDE + + +			.) INT		=+	+	t
REFLEX	=		.) INT		=+	+	t
(DEXTERITY)	⊣ ∣	☐ DECIPHER SCRIPT	INT		=+	+	t
WILL + + +		□ DIPLOMACY ■□ DISABLE DEVICE	CHA		=+	+	t
		☐ DISGUISE ■	INT CHA		=+. -	+	
BASE ATTACK BONUS SPELL I	RESISTANCE	☐ ESCAPE ARTIST ■	DEX*	H		T	
		☐ Forgery ■	INT		=+	+	F
GRAPPLE		☐ Gather Information ■	СНА		=+	+	
MODIFIER	SPEED	☐ Handle Animal	CHA		=+	+	t
TOTAL BASE ATTACK STRENGTH SIZE MISC. BONUS MODIFIER MODIFIER MODIFIER		☐ HEAL ■	WIS		=+	+	ł
ELDRITCH BLAST ATTACK BONUS DA	MAGE CRITICAL	☐ HIDE ■	DEX*		=+	+	}
		✓ INTIMIDATE ■	CHA		=+	+	t
RANGE NOTES		☑ Jump ■ ☑ Knowledge (arcana)	STR*		=+	+	г <u></u>
ranged touch attack; standard action useable at	: will; ½ damage to objects	KNOWLEDGE (ARCANA) ✓ KNOWLEDGE (THE PLANES	TNI TNI (H	=+	[†]	л L
ESSENCES		✓ Knowledge (religion)	INT		= +	· +	+
ATTACK ATTACK BONUS DA	MAGE CRITICAL	☐ Knowledge (.) INT		=+	+	F
ATTACK BONUS DA	WAGE CRITICAL	☐ Knowledge (.) INT		=+	+	t
RANGE TYPE NOTES		☐ LISTEN ■	WIS		=+	+	ł
NANGE TIPE NOTES		☐ MOVE SILENTLY ■	DEX*		=+	+	}
AMMUNITION		☐ OPEN LOCK	DEX		=+	+	r
		□ Perform (□ Perform (.) CHA .) CHA	H	=+ = +	+	
ATTACK ATTACK BONUS DA	MAGE CRITICAL	☐ PERFORM (,	H	= +	_	+
		✓ Profession (.) WIS		=+	+	
RANGE TYPE NOTES	·	Profession (.) wis		=+	+	F
		☐ Ride ■	DEX		=+	+	
AMMUNITION		☐ SEARCH ■	INT		=+	+	t
ATTACK ATTACK BONUS DAI	MAGE CRITICAL	✓ Sense Motive ■	WIS		=+	+	t
		☐ SLEIGHT OF HAND	DEX*	H	=+	+	r
RANGE TYPE NOTES		✓ Spellcraft □ Spot ■	INT WIS	H	=+. =		
		□ SURVIVAL ■	WIS	\square	= +		+
AMMUNITION		□ SWIM ■	STR*		=+	+	F
ATTACK		☐ TUMBLE	DEXΫ		=+	+	t
ATTACK ATTACK BONUS DA	MAGE CRITICAL	✓ Use Magic Device	СНА		=+	+	ł
		☐ Use Rope ■	DEX		=+	+	F
RANGE TYPE NOTES					=+	+	t
AMMUNITION CONTROL CONT		- Country a delitation was be used underlined		<u> </u>	=+	+	г
		 Denotes a skill that can be used untrained. 					

ITEM	LOCATION	PAGE REF.	WEIGHT		ITEM		LOCATION	PAGE REF.	WEIGHT
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WAND OR STAFF	CASTER LEVEL DC			AND	STAFFS				
WAND OR STAFF	CASTER LEVEL DC	СНА	RGES SPENT		STAFFS				
WAND OR STAFF	CASTER LEVEL DC	CHA	RGES SPENT						
WAND OR STAFF	CASTER LEVEL DC	CHA	RGES SPENT		aa aaaaa aa				
WAND OR STAFF	CASTER LEVEL DC	CHA	RGES SPENT		aa aaaaa aa				
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		CHA	RGES SPENT		00 00000 00(00 00000 00(00 00000 00(
	CARRYIN	CHA	RGES SPENT		00 00000 00(00 00000 00(00 00000 00(
	CARRYIN	CHA	RGES SPENT		CO COCO CO COCO COCO COCO COCO COCO CO	DRAG			
	CARRYIN	CHA	RGES SPENT	TY	CO COCO CO COCO COCO COCO COCO COCO CO	DRAG			
	CARRYIN	CHA	RGES SPENT	TY	CO COCO CO COCO COCO COCO COCO COCO CO	DRAG			
	CARRYIN	CHA	PACI OVER HEAD ALS MAX-LOAD	TY LIFT OFF GI 2 X MAXL	ROUND PUSH OR SX MAX L	DRAG			
LIGHT LOAD MEDIUM LOAD	CARRYIN	CHA	PACI OVER HEAD ALS MAX-LOAD	TY LIFT OFF GI 2 X MAX L	ROUND PUSH OR SX MAX L	DRAG OAD			
	CARRYIN	CHA	PACI OVER HEAD ALS MAX-LOAD	TY LIFT OFF GI 2 X MAXL	ROUND PUSH OR SX MAX L	DRAG			
LIGHT LOAD MEDIUM LOAD	CARRYIN	CHA	PACI OVER HEAD ALS MAX-LOAD	TY LIFT OFF GI 2X MAXL	ROUND PUSH OR SX MAX L	DRAG OAD			
LIGHT LOAD MEDIUM LOAD MONEY	CARRYIN	CHA	PACI OVER HEAD ALS MAX-LOAD	TY LIFT OFF GI 2X MAXL	ROUND PUSH OR SX MAX L	DRAG OAD			
LIGHT LOAD MEDIUM LOAD MONEY	CARRYIN	CHA	PACI OVER HEAD ALS MAX-LOAD	TY LIFT OFF GI 2X MAXL	ROUND PUSH OR SX MAX L	DRAG OAD			
LIGHT LOAD MEDIUM LOAD MONEY CP—	CARRYIN	CHA	PACI OVER HEAD ALS MAX-LOAD	TY LIFT OFF GI 2X MAXL	ROUND PUSH OR SX MAX L	DRAG OAD			
LIGHT LOAD MEDIUM LOAD MONEY CP—	CARRYIN	CHA	PACI OVER HEAD ALS MAX-LOAD	TY LIFT OFF GI 2X MAXL	ROUND PUSH OR SX MAX L	DRAG OAD			
MONEY CP— SP—	CARRYIN	CHA	PACI OVER HEAD ALS MAX-LOAD	TY LIFT OFF GI 2X MAXL	ROUND PUSH OR SX MAX L	DRAG OAD			
MONEY CP— SP—	CARRYIN	CHA	PACI OVER HEAD ALS MAX-LOAD	TY LIFT OFF GI 2X MAXL	ROUND PUSH OR SX MAX L	DRAG OAD			

POSSESSIONS

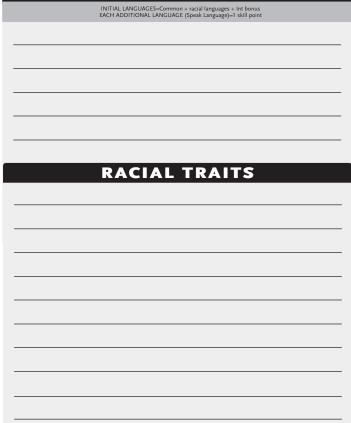
INVOCATIO	NS KNOWN SPELL LEVEL SAVING THROW
Least Eldritch Essence Invocations	SEE THE UNSEEN: Gain see invisibility as the spell and darkvision.
FRIGHTFUL BLAST: Target must make Will save or become shaken.	Set the Onseen: Gain see invisionity as the spell and darkvision. Spiderwalk: Gain spider climb as the spell and you are immune to webs.
SICKENING BLAST: Target must make Fortitude save or become sickened.	Summon Swarm: Use summon swarm as the spell.
Lesser Eldritch Essence Invocations	Lesser Invocations
BESHADOWED BLAST: Target must make Fortitude save or become blind for 1	CHARM: Cause a single creature to regard you as a friend.
round.	CHARM. Cause a single creature to regard you as a mend. Curse of Despair: Curse one creature as the bestow curse spell, or hinder
☐ BRIMSTONE BLAST: Blast deals fire damage and target must make Reflex save	their attacks.
or catch fire.	☐ THE DEAD WALK: Create undead as the animate dead spell.
☐ HELLRIME BLAST: Blast deals cold damage and target must make Fortitude	FELL FLIGHT: Gain a fly speed with good maneuverability.
save or take -2 penalty to Dexterity.	☐ FLEE THE SCENE: Use short-range dimension door as the spell, and leave
Greater Eldritch Essence Invocations	behind a major image that remains for one round.
BEWITCHING BLAST: Target must make Will save or be confused for 1 round.	☐ HUNGRY DARKNESS: Create shadows filled with a swarm of bats.
Noxious Blast: Target must make Fortitude save or be nauseated.	Stony Grasp: Use stony grasp as the spell.
REPELLING BLAST: Target must make Reflex save or be knocked back.	☐ VOIDSENSE: Gain blindsense 30 feet.
☐ VITRIOLIC BLAST: Blast ignores spell resistance and deals acid damage for	☐ VORACIOUS DISPELLING: Use dispel magic as the spell, causing damage to
several rounds.	creatures whose effects are dispelled.
Dark Eldritch Essence Invocation	WALK UNSEEN: Use invisibility (self only) as the spell.
UTTERDARK BLAST: Target must make Fortitude save or gain two negative	Wall of Gloom: Use wall of gloom as the spell.
levels.	Greater Invocations
Least Blast Shape Invocations	CHILLING TENTACLES: Use Evard's black tentacles as the spell, and deal extra
☐ ELDRITCH SPEAR: Blast range increases to 250 feet. ☐ HIDEOUS BLOW: Melee attack channels eldritch blast.	cold damage to creatures in the area.
Lesser Blast Shape Invocation	DEVOUR MAGIC: Use targeted greater dispel magic with a touch and gain
ELDRITCH CHAIN: Blast jumps from initial target to secondary targets.	temporary hit points based on the level of spells successfully dispelled. Enervating Shadow: Gain total concealment in dark areas and impose a
Greater Blast Shape Invocation	Strength penalty on adjacent living creatures.
ELDRITCH CONE: Blast takes the shape of a cone.	TENACIOUS PLAGUE: Use insect plague as the spell, but the summoned
Dark Blast Shape Invocation	locust swarm deals damage as a magic weapon.
ELDRITCH DOOM: Blast affects all enemies within 20 feet.	WALL OF PERILOUS FLAME: Create a wall of fire as the spell, but half the dam-
Least Invocations	age from the wall results from supernatural power.
$\ \square$ Baleful Utterance: Speak word of the Dark Speech and shatter objects as	WARLOCK'S CALL: Use sending as the spell, but risk damage from recipient.
the shatter spell.	Dark Invocations
BEGUILING INFLUENCE: Gain bonus on Bluff, Diplomacy, and Intimidate	☐ DARK DISCORPORATION: Become a swarm of batlike shadows, gaining many
checks.	benefits of the swarm subtype.
Breath of the Night: Create a fog cloud as the spell.	☐ DARK FORESIGHT: Use <i>foresight</i> as the spell, and communicate telepathi-
DARK ONE'S OWN LUCK: Gain a luck bonus on one type of saves.	cally with a close target of the effect.
☐ DARKNESS: Use <i>darkness</i> as the spell. ☐ DEVIL'S SIGHT: See normally in darkness and magical darkness.	Path of Shadow: Use shadow walk as the spell and speed up natural
☐ EARTHEN GRASP: Use earthen grasp as the spell.	healing. RETRIBUTIVE INVISIBILITY: Use greater invisibility as the spell (self only) that
ENTROPIC WARDING: Deflect ranged attacks, leave no trail, prevent being	deals damage in a burst if dispelled.
tracked by scent.	Word of Changing: Use baleful polymorph as the spell, but the effect
☐ LEAPS AND BOUNDS: Gain bonus on Balance, Jump, and Tumble checks.	could become permanent.
MIASMIC CLOUD: Create a cloud of mist that grants concealment, fatigues	2-2-2 0000000 por manoro
those who enter.	
FFAT	LOUGE DEF
INVOCATIONS PER LEVEL FEAT	PAGE REF. FEAT PAGE REF.
NUMBER	
LEVEL KNOWN BEST GRADE OF INVOCATION	NOTES
2 2 2 FEAT	PAGE REF. FEAT PAGE REF.
3 2	
4 3 5 3	
6 4 LEAST OR LESSER	23 E
7 4	ž

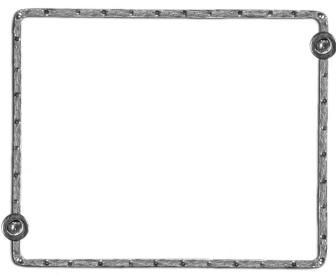
LEVEL	NUMBER KNOWN	BEST GRADE OF INVOCATION
1	1	LEAST
2	2	
3	2	
4	3	
5	3	
6	4	LEAST OR LESSER
7	4	
8	5	
9	5	
10	6	
11	7	LEAST, LESSER, OR GREATER
12	7	
13	8	
14	8	
15	9	
16	10	LEAST, LESSER, GREATER, OR DARK
17	10	
18	11	
19	11	
20	12	

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FEAT PA	GE REF.	FEAT	PAGE REF.
NOTE		NOTES	
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EXPER	IENCE	
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROT	ECTIVE ITEMS
ARMOR/PROTECTIVE ITEM	TYPE AC BONUS MAX DEX
CHECK PENALTY SPELL FAILURE SPEED WEIGH	T SPECIAL PROPERTIES
SHIELD/PROTECTIVE ITEM	AC BONUS WEIGHT CHECK PENALTY
SPELL FAILURE SPECIAL PROPERTIES	
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PROTECTIVE ITEM	AC BONUS WEIGHT SPECIAL PROPERTIES
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PROTECTIVE ITEM	AC BONUS WEIGHT SPECIAL PROPERTIES
LANGU	JAGES





Weapon Proficiency	
Proficient in all simple weapons and light armor bu	ut not with shields
class feature Invocations	PAGE I
NOTES Save DC, if applicable: 10 + equivalent spell level +	Charisma modifier
CLASS FEATURE Eldritch Blast	PAGE I
NOTES Ray, 60 ft. ranged touch attack; standard action usable at will; to objects; subject to spell resistance; not subject to damage	no saving throw; half dam reduction or energy resist
class feature Detect Magic	PAGE I
NOTES Use detect magic at will; caster level equal to class	level
CLASS FEATURE	
	PAGE
Damage Reduction Notes Cold iron: 1 at 3rd level; 2 at 7th; 3 at 11th; 4 at 15th.	
Damage Reduction	
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Damage Reduction NOTES Cold iron: 1 at 3rd level; 2 at 7th; 3 at 11th; 4 at 15th CLASS FEATURE Deceive Item NOTES	; 5 at 19th
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