



CHARACTER RECORD SHEETS

WARLOCK

CHARACTER NAME

PLAYER

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

CAMPAIGN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

AC ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
	= 10 +							

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

HP HIT POINTS	TOTAL	NONLETHAL DAMAGE
WOUNDS/CURRENT HP		FAST HEALING

DAMAGE REDUCTION	/ COLD IRON
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ENERGY RESISTANCE	/
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INITIATIVE MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER
	=		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS		SPELL RESISTANCE	
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GRAPPLE MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	SPEED

ELDRITCH BLAST	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	NOTES
	ranged touch attack; standard action useable at will; ½ damage to objects

ESSENCES

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES

AMMUNITION

CONDITIONAL AC MODIFIERS

CLASS SKILLS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS
	<input type="checkbox"/> APPRAISE ■	INT			
	<input type="checkbox"/> BALANCE ■	DEX*			
	<input checked="" type="checkbox"/> BLUFF ■	CHA			
	<input type="checkbox"/> CLIMB ■	STR*			
	<input checked="" type="checkbox"/> CONCENTRATION ■	CON			
	<input checked="" type="checkbox"/> CRAFT ■ ()	INT			
	<input checked="" type="checkbox"/> CRAFT ■ ()	INT			
	<input checked="" type="checkbox"/> CRAFT ■ ()	INT			
	<input type="checkbox"/> DECIPHER SCRIPT	INT			
	<input type="checkbox"/> DIPLOMACY ■	CHA			
	<input type="checkbox"/> DISABLE DEVICE	INT			
	<input checked="" type="checkbox"/> DISGUISE ■	CHA			
	<input type="checkbox"/> ESCAPE ARTIST ■	DEX*			
	<input type="checkbox"/> FORGERY ■	INT			
	<input type="checkbox"/> GATHER INFORMATION ■	CHA			
	<input type="checkbox"/> HANDLE ANIMAL	CHA			
	<input type="checkbox"/> HEAL ■	WIS			
	<input type="checkbox"/> HIDE ■	DEX*			
	<input checked="" type="checkbox"/> INTIMIDATE ■	CHA			
	<input checked="" type="checkbox"/> JUMP ■	STR*			
	<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)	INT			
	<input checked="" type="checkbox"/> KNOWLEDGE (THE PLANES)	INT			
	<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)	INT			
	<input type="checkbox"/> KNOWLEDGE ()	INT			
	<input type="checkbox"/> KNOWLEDGE ()	INT			
	<input type="checkbox"/> LISTEN ■	WIS			
	<input type="checkbox"/> MOVE SILENTLY ■	DEX*			
	<input type="checkbox"/> OPEN LOCK	DEX			
	<input type="checkbox"/> PERFORM ()	CHA			
	<input type="checkbox"/> PERFORM ()	CHA			
	<input type="checkbox"/> PERFORM ()	CHA			
	<input checked="" type="checkbox"/> PROFESSION ()	WIS			
	<input checked="" type="checkbox"/> PROFESSION ()	WIS			
	<input type="checkbox"/> RIDE ■	DEX			
	<input type="checkbox"/> SEARCH ■	INT			
	<input checked="" type="checkbox"/> SENSE MOTIVE ■	WIS			
	<input type="checkbox"/> SLEIGHT OF HAND	DEX*			
	<input checked="" type="checkbox"/> SPELLCRAFT	INT			
	<input type="checkbox"/> SPOT ■	WIS			
	<input type="checkbox"/> SURVIVAL ■	WIS			
	<input type="checkbox"/> SWIM ■	STR*			
	<input type="checkbox"/> TUMBLE	DEX*			
	<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA			
	<input type="checkbox"/> USE ROPE ■	DEX			

■ Denotes a skill that can be used untrained.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

[illegible]

WANDS AND STAFFS

WAND OR STAFF	CASTER LEVEL	DC	CHARGES SPENT

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD
					

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

SAVING THROW

☐ **WORD OF CHANGING:** Use *baleful polymorph* as the spell, but the effect could become permanent.

[illegible]

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

AC BONUS

WEIGHT

CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

RACIAL TRAITS

CLASS FEATURES

CLASS FEATURE

Weapon Proficiency

PAGE REF.

7

NOTES

Proficient in all simple weapons and light armor but not with shields

CLASS FEATURE

Invocations

PAGE REF.

7

NOTES

Save DC, if applicable: 10 + equivalent spell level + Charisma modifier

CLASS FEATURE

Eldritch Blast

PAGE REF.

7

NOTES

Ray, 60 ft. ranged touch attack; standard action usable at will; no saving throw; half damage to objects; subject to spell resistance; not subject to damage reduction or energy resistances

CLASS FEATURE

Detect Magic

PAGE REF.

8

NOTES

Use *detect magic* at will; caster level equal to class level

CLASS FEATURE

Damage Reduction

PAGE REF.

8

NOTES

Cold iron: 1 at 3rd level; 2 at 7th; 3 at 11th; 4 at 15th; 5 at 19th

CLASS FEATURE

Deceive Item

PAGE REF.

8

NOTES

Take 10 on Use Magic Device checks even if distracted or threatened

CLASS FEATURE

Fiendish Resilience

PAGE REF.

8

NOTES

Once/day; free action; fast healing 2 mins. (1 at 8th lvl; 2 at 13th; 8 at 20th)

CLASS FEATURE

Energy Resistance

PAGE REF.

8

NOTES

Choose two, cannot be changed; resistance 5 at 10th level, 10 at 20th lvl

CLASS FEATURE

Imbue Item

PAGE REF.

8

NOTES

Create magic items even if spells required to make it are unknown