

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ \_\_\_ 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 WISDOM (PERCEPTION)

Weapons: All  
Languages: Common, Goblin, Draconic  
Tools: Disguise kit, one type of musical instrument, thieves' tools

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS DAMAGE/TYPE

Short sword (pact) +8. 1d6+ 5 slashing  
Eldritch Blast. +8 2d10+10 force  
(roll for each "ray" that deals 1d10+5 damage each)  
Hex. (no save, no attack roll), concentration, single target, takes a bonus action to cast, imposes disadvantage on one type of "ability check" for the target (not attack rolls, not saving throws), and you deal an additional 1d6 of necrotic damage to the target on each of your hits.  
Shield (1 reaction to cast, increase AC by 5 for the rest of that round)  
Darkness (1 action to cast), AoE where only you, warlocks, creatures with Blindsight/Tremorsense and devils can see through (the concentration requirement conflicts with Hex).  
Mirror Image (no concentration, helps avoid getting hit)  
See page 3 for all spellcasting.

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

100

Breastplate: AC= 14 + min(Dex mod, 2),  
wooden shield (+2 AC),  
component pouch,  
Backpack,  
Crowbar,  
Hammer,  
10 pitons,  
10 torches, tinderbox,  
10 days of rations,  
waterskin, 50 feet of rope,  
Disguise Kit, costume,  
one musical instrument

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Warlock spell slots. (this is where the revision takes place) you have a number of spell slots equal to min(ceil(level/2), 5) which are all the same level of spell slot = 1+floor(level/3), thus at the start of this game you have 3 level 2 spell slots.

You regain all spell slots on a short or long rest. You know up to 1+warlock level spells that you can choose one on each level up and replace one with another every time you level up. Took Warcaster as a feat (allows holding a sword in one hand, shield in the other and casting a spell with a somatic component, along with advantage on constitution saving throws to maintain concentration and the ability to cast Eldritch Blast as an Opportunity Attack (uses a reaction)).

Pack boon: Pact of the Blade.  
Invocations: Agonizing Blast (Eldritch Blast adds your charisma modifier to each damage roll), Devil's Sight (see normally to 120 ft through magical and nonmagical darkness); Pact of the Hexblade: Thirsting Blade: you can attack with your pact weapon twice instead of once when you take the attack action; Hexblade's Curse: you can curse one target per rest such that you add your proficiency modifier to all damage rolls against the target, when you roll 19 or 20 on the d20 both count as critical hits, and if the cursed target dies, you regain hp=charisma modifier+your level.

Verdan features:  
Reroll 1 or 2 on a hit die of healing when taking a short rest,  
You can telepathically speak simple ideas with anyone within 30 feet of you ("Limited Telepathy").

Advantage on all Wisdom and Charisma saving throws.

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

character level.	Number of spell slots.	slot level
1:	1	1
2:	1	1
3:	2	2
4:	2	2
5:	3	2
6:	3	3
7:	4	3
8:	4	3
9:	5	4
10:	5	4
11:	5	4
12:	5	5
13:	5	5
14:	5	5
15:	5	6
16:	5	6
17:	5	6
18:	5	7
19:	5	7
20:	5	7

ES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

Hex

1 hour concentration

Instantaneous

1 hour, no concentration

temp hp, 10 cold damage to opponents),  
can only be cast on oneself.

4

7

8

2

1 minute no concentration

10 minutes concentration

5

9

SPELLS KNOWN





## Common Actions (do one of these things during your action instead of attack):

1. Dash: you gain extra movement equal to your speed for that round.
2. Disengage: you can move away from hostile creatures while avoiding opportunity attacks (which require those opponents to use their reaction to make an attack)
3. Dodge: while you have speed left and are not incapacitated, you have advantage on dexterity saving throws (roll the d20 twice and take the higher number), and attacks against you have disadvantage (roll the d20 twice and take the lower number).
4. Help: while within 5 ft of a creature, you can give that creature advantage on one ability check or attack.
5. Hide: make a Dexterity (Stealth) check to try to beat the passive perception of creatures. You can only do this while the creatures you are hiding from are unable to see you. Attacks you make from being unseen have advantage. Attacks against you towards where you actually are are at disadvantage, and attacking where an unseen target is not is an attack that automatically misses.
6. Search: depending on what kind of thing you are looking for, I will either ask you to make a Wisdom (Perception) check, or an Intelligence (Investigation) check as you devote your attention to finding something.
7. Use an object, you can do something simple with one object for free (like drawing a sword), but to use an additional object or to do something that requires more time or care will require you to use your action.

Miscellaneous things to do on your turn:

- \* Going Prone: It is free to do (doesn't cost action, bonus action, movement or reaction), it imposes disadvantage on ranged attacks from more than 5 feet away and imposes disadvantage on your own attacks rolls while you are prone, but it gives advantage on attacks against you to attackers within 5 ft of you. It takes 1/2 of your movement in order to stand back up (as in, you must have at least 15 ft of movement left to get back up, more if you have other bonuses to your speed).
- \* Ready action: you use your action and your reaction to do just ONE thing you could do as an action when a triggering event happens during the 6 seconds (this is very useful for archers in order to hit someone at the moment that someone drops invisibility during the course of making an attack or casting a spell (standard for the 2nd level Invisibility spell) or for a ranged attack on someone as soon as they get up from being prone).
- \* Grapple: Takes 1 action. You make a Strength (Athletics) check against someone in melee, that person makes a competing check of 1d20+max(Strength (Athletics) modifier, Dexterity (Acrobatics) modifier). If the competing check fails, then the grappled target's speed is reduced to 0 and can't benefit from any feature that increases speed unless they use their action to break free of the grapple (same check) or the grappling effect (or creature) is destroyed.