

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human (Mark of Handling)

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)
- ☐ ___ **1d4** Nature (Int)
- ☐ ___ Perception (Wis)
- ☐ ___ Performance (Cha)
- ☐ ___ Persuasion (Cha)
- ☐ ___ Religion (Int)
- ☐ ___ Sleight of Hand (Dex)
- ☐ ___ Stealth (Dex)
- ☐ ___ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

Weapons: Simple weapons
Languages: Common, Goblin, Draconic
Tools: Artisan's tools

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Quarterstaff +2. 1d6-1 bludgeoning
Chill Touch +8 2d8 necrotic (cannot regain hp, undead have disadvantage on attacks)
Sacred Flame Dex save (no cover) 2d8 radiant
Mind Sliver Int save 2d6 psychic -1d4 to next save)
Guiding Bolt +8 5d6 radiant
Heat Metal guaranteed damage+con save 2d6 fire damage

Target takes damage when you cast it, the con save is to avoid dropping the object, otherwise you can deal 2d6 fire damage as a bonus action to any creature touching it thereafter. If the target continues holding the single piece of, say, metal sword/metal shield/metal armor, it also has disadvantage on all ability checks and attack rolls.

Cure Wounds 2d8+5 restored
bonus action celestial healing. (n d6s of 6d6 pool)
Mirror Image (no concentration, helps avoid getting hit)
Misty Step (bonus action teleport 30 feet)
See page 3 for all spellcasting.

CP

SP

EP

GP

PP

Studded Leather armor (12+dex);
component pouch,
Backpack,
Crowbar,
Hammer (two of them),
10 pitons, block and tackle, common clothes,
10 torches, tinderbox,
10 days of rations, waterskin, 50 feet of rope,
Artisan's tools

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 $\min(\text{ceil}(\text{level}/2), 5)$ which are all the same level of spell slot = $1 + \text{floor}(\text{level}/3)$, 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 Tome (gain 3 free cantrips of your choice from anywhere).

Invocations: Mask of Many Faces (Disguise Self at will);

Pact of the Tome: Gaze of Two Minds: you can spend 1 action to touch a willing creature, gaining the use of their senses and becoming blind and deafened to your surroundings until the end of your next turn, and you can spend another action on each turn thereafter to maintain this connection; Pact of the Tome: Book of Ancient Secrets (gain two level 1 ritual spells and the ability to cast spells as rituals); Celestial Feature: you have 1+level pool of d6s (6d6) where you can, as a bonus action, heal one creature up to 60 feet away (however many d6s you want to use) hp. Regain on long rest.

Human Features:

You can cast Animal Friendship and Speak with Animals for free once per day. You can cast them on Beasts or Monstrosities with Intelligence ≤ 3 .



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

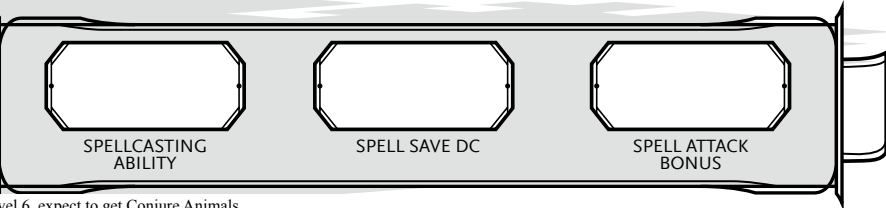
character level.	Number of spell slots.	slot level
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1:	1	1
2:	1	1
3:	2	2
4:	2	2
5:	3	2
6:	3	3
7:	4	3
8:	4	3
9:	5	4
10:	5	4
11:	5	4
12:	5	5
13:	5	5
14:	5	5
15:	5	6
16:	5	6
17:	5	6
18:	5	7
19:	5	7
20:	5	7

ES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

01 **CANTRIPS**

3

6

to ability check)

-1d4 to target's next saving throw)

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

T

REPAIR Cure Wounds

SPELL NAME

Instantaneous

Ritual Only, Book of Ancient Secrets:
Unseen Servant (known at moment of switch)
Find Familiar
Detect Magic

4

7

8

2

1 minute no concentration

1 minute concentration

5

9

Spells that are considered Warlock spells for you via Celestial patron:

Cantrips: Light, Sacred Flame (automatic, can't be removed or replaced)

1st: Cure Wounds, Guiding Bolt

2nd: Flaming Sphere, Lesser restoration

3rd: Daylight, Revivify

4th: Guardian of Faith, Wall of Fire

5th: Flame Strike, Greater Restoration

Spells that are considered Warlock spells for you via Mark of Handling:

Animal Friendship, speak with animals (automatic, can't be removed, one free (no materials) cast per day each

Note: You can cast those two spells on any beast or monstrosity provided that Intelligence ≤ 3

1st: Animal Friendship, speak with animals

2nd: beast sense, calm emotions

3: beacon of hope, conjure animals (among most powerful of 3rd level spells)

4: Aura of Life, Dominate Beast

5th: Awaken

Spells that are considered Warlock spells for you via Izzet Engineer:

Cantrips: Produce Flame, shocking Grasp

1: Chaos bolt, create or destroy water, Unseen Servant

2: Heat Metal, Rope Trick

3: Call Lightning, Elemental Weapon, Glyph of Warding

4: Conjure Minor Elementals, divination, Otiluke's Resilient Sphere (among the best 4th level spells)

5: Animate Objects, Conjure Elemental (among the best 5th level spells)

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.