

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

INSPIRATION

PROFICIENCY BONUS

DEXTERITY

- ☐ ___ Strength
- ☐ ___ Dexterity
- ☐ ___ Constitution
- ☐ ___ Intelligence
- ☐ ___ Wisdom
- ☐ ___ Charisma

SAVING THROWS

CONSTITUTION

INTELLIGENCE

- ☐ ___ 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

WISDOM

CHARISMA

PASSIVE WISDOM (PERCEPTION)

Weapons: All
Languages: Common, Goblin,
Draconic
Tools: Gaming Set

OTHER PROFICIENCIES & LANGUAGES

ARMOR
CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

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).
Shield (1 reaction to cast, increase AC
by 5 for the rest of that round)
Aid (1 action to cast), +5hp
Heroism (1 action, 1 minute con)
immunity to frightened, +5 temp hp
at start of every turn.
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,
Gaming Set, Common
clothes, feather of angel,
Boros Insignia, tattered
piece of BORos banner,
pouch

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

Blank lines for Cantrips.

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

Instantaneous

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

2

1 minute no concentration

3

Blank lines for level 3 spells.

4

Blank lines for level 4 spells.

5

Blank lines for level 5 spells.

6

Blank lines for level 6 spells.

7

Blank lines for level 7 spells.

8

Blank lines for level 8 spells.

9

Blank lines for level 9 spells.

Boros Guild Spells

Spell Level

Spells

Cantrip: fire bolt, sacred flame

1st: guiding bolt, heroism

2nd: aid, scorching ray

3rd: beacon of hope, blinding smite

4th: death ward, wall of fire

5th: flame strike

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.