

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

ARMOR
CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN

<div> <div>Evocation cantrip</div> <div> <div>Booming Blade</div> <div> <div>1 act.</div> <div>5 ft</div> <div>V, M</div> <div>1 rnd</div> </div> </div> </div> <div> <div>Warlock</div> <div>DC 15</div> <div>Mod +7</div> </div>	<div> <div>Level-1 evocation</div> <div> <div>Hellish Rebuke</div> <div> <div>1 react.</div> <div>60 ft</div> <div>V, S</div> <div>Inst</div> </div> </div> </div> <div> <div>You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increase by 1d10 for each slot level above 1st.</div> </div> <div> <div>Warlock</div> <div>DC 15</div> <div>Mod +7</div> </div>	<div> <div>Level-1 abjuration</div> <div> <div>Shield</div> <div> <div>1 react.</div> <div>Self</div> <div>V, S</div> <div>1 rnd</div> </div> </div> </div> <div> <div>An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.</div> </div> <div> <div>Warlock</div> <div>DC 15</div> <div>Mod +7</div> </div>
<div> <div>Conjuration cantrip</div> <div> <div>Sword Burst</div> <div> <div>1 act.</div> <div>5 ft</div> <div>V</div> <div>Inst</div> </div> </div> </div> <div> <div>Warlock</div> <div>DC 15</div> <div>Mod +7</div> </div>	<div> <div>Level-1 evocation</div> <div> <div>Wrathful Smile</div> <div> <div>1 b.a.</div> <div>self</div> <div>V</div> <div>conc. up to 1 mi</div> </div> </div> </div> <div> <div>The next time you hit with a melee weapon attack, it deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must pass a Wisdom save or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to end this spell.</div> </div> <div> <div>Warlock</div> <div>DC 15</div> <div>Mod +7</div> </div>	
