

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

ALLIES & ORGANIZATIONS

NAME

SYMBOL

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>Evocation cantrip</div> <div>RORCPUB</div> <div><div>Booming Blade</div><div><div><div>1 act.</div><div>5 ft</div><div>V,M</div><div>1 rnd</div></div></div></div>	<div>Level-1 evocation</div> <div>RORCPUB</div> <div><div>Hellish Rebuke</div><div><div><div>1 react.</div><div>60 ft</div><div>V,S</div><div>Inst</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 increases by 1d10 for each slot level above 1st.</div></div>	<div>Level-1 abjuration</div> <div>RORCPUB</div> <div><div>Shield</div><div><div><div>1 react.</div><div>Self</div><div>V,S</div><div>1 rnd</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>
Warlock DC15 Mod+7	Warlock DC15 Mod+7	Warlock DC15 Mod+7
<div>Conjunction cantrip</div> <div>RORCPUB</div> <div><div>Sword Burst</div><div><div><div>1 act.</div><div>5 ft</div><div>V</div><div>Inst</div></div></div></div>	<div>Level-1 evocation</div> <div>RORCPUB</div> <div><div>Wrathful Smile</div><div><div><div>1 b.a.</div><div>self</div><div>V</div><div>conc. up to 1 mi</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>	
Warlock DC15 Mod+7	Warlock DC15 Mod+7	
