

# DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

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

CONDITIONAL

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 PERCEPTION

INTELLIGENCE

WISDOM

CHARISMA

INITIATIVE

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

**Hellish Resistance.** You have resistance to fire damage.

**Infernal Legacy.** You know the thaumaturgy cantrip. (Charisma)

RACIAL TRAITS

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

**Eldritch Invocations.**

**Thief of Five Fates (1/Long Rest).** You can cast bane once using a warlock spell slot.

**Dark One's Blessing.** When you reduce a hostile creature to 0 hit points, you gain 6 temporary hp.

FEATURES & TRAITS

**Armor Proficiencies.** Light Armor

**Weapon Proficiencies.** Simple Weapons

**Tool Proficiencies.** –

**Languages.** Common, Infernal, Abyssal, Primordial

PROFICIENCIES & LANGUAGES

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

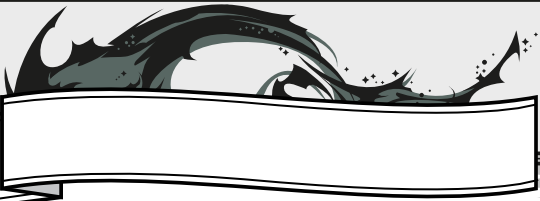
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SPELLCASTING ABILITY    SPELL ATTACK BONUS    SAVING THROW DC    SPELLS TO PREPARE

CANTRIPS

1ST LEVEL    2 SPELL SLOTS



SPELLCASTING ABILITY    SPELL ATTACK BONUS    SAVING THROW DC    SPELLS TO PREPARE

CANTRIPS

1ST LEVEL

## Eldritch Blast

### Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

*Pact Magic (Warlock)*

*Player's Handbook*

## Mage Hand

### Conjuration Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	1 minute
COMPONENTS	V, S

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

*Pact Magic (Warlock)*

*Player's Handbook*

## Thaumaturgy

### Transmutation Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	Up to 1 minute
COMPONENTS	V

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

*Infernal Legacy (Tiefling)*

*Player's Handbook*

## Arms of Hadar

### 1st-level conjuration

CASTING TIME	1 action
RANGE	Self (10-foot radius)
DURATION	Instantaneous
COMPONENTS	V, S

You invoke the power of Hadar, the Dark Hunger. Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

*Pact Magic (Warlock)*

*Player's Handbook*

## Bane

### 1st-level enchantment

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a drop of blood)

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

*Thief of Five Fates (Warlock)*

*Player's Handbook*

## Burning Hands

### 1st-level evocation

CASTING TIME	1 action
RANGE	Self (15-foot cone)
DURATION	Instantaneous
COMPONENTS	V, S

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

*Pact Magic (Warlock)*

*Player's Handbook*

## Hellish Rebuke

### 1st-level evocation

CASTING TIME	1 reaction
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

Reaction: you are being damaged by a creature within 60 feet of you that you can see 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.

*Pact Magic (Warlock)*

*Player's Handbook*

Crossbow bolts are used with a crossbow to make a ranged attack.

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

You regain  $2d4 + 2$  hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures. A book of spells is a spellbook (described later in this section).

