

DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

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

PASSIVE PERCEPTION

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Hellish Resistance. You have resistance to fire damage.

Devil's Tongue. You know the vicious mockery cantrip. When you reach 3rd level, you can cast the charm person spell as a 2nd-level spell once with this trait. When you reach 5th level, you can cast the enthrall spell once with this trait. You must finish a long rest to cast these spells once again with this trait. Charisma is your spellcasting ability for them.

RACIAL TRAITS

INITIATIVE

NAME

RANGE

ATTACK

DAMAGE / TYPE

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons, Crossbow, Hand, Longsword, Rapier, Shortsword, Martial Weapons

Tool Proficiencies. Playing card set, Lute, Thieves' tools

Languages. Common, Infernal, Thieves' Cant

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I always have a plan for what to do when things go wrong.
I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

PERSONALITY TRAITS

Greed. I will do whatever it takes to become wealthy. (Evil)

IDEAL

I'm guilty of a terrible crime. I hope I can redeem myself for it.

BOND

If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.

FLAW

You survived. Whatever it was, you made it through, and you can help others do the same. People view you as an expert on the traumatic situation you faced—be it a specific sort of violence, illness, or otherwise. You are aware of nonmagical recovery techniques, common resources, and misinformation. You know how to speak to sympathetic doctors, clergy, and local leaders and can convince them to shelter one person (other than yourself) at a modest lifestyle for up to one month.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

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LV 3 - Haunted warrior

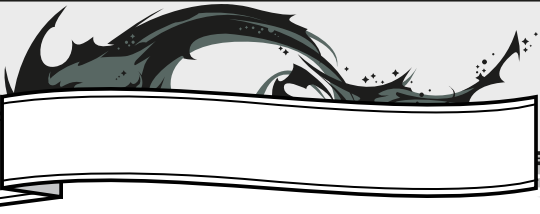
Whenever you curse a creature in any way, you may target an additional creature with the same curse. If one of the creatures die while they are cursed, the other creature takes 3d8 force damage.

NOTES

Curse of Sai`

Whenever you attack a creature affected by any curse, you add your charisma modifier to the attack and damage rolls.

NOTES

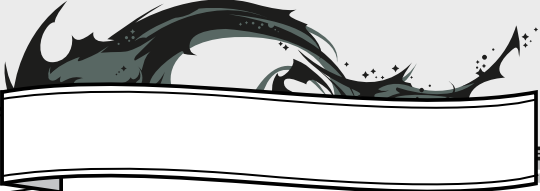


SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS

1ST LEVEL

2ND LEVEL 2 SPELL SLOTS



SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS

1ST LEVEL

2ND LEVEL

Eidolic Chains

Conjuration Cantrip

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

A creature that you can see within range must succeed on a Strength (Athletics) or Dexterity (Acrobatics) skill check (target's choice) vs your spell DC or become grappled. The target may attempt another skill check at the start of each of its turns to break the grapple.

Pact Magic (Warlock)

Grimlore's Grimoire

Glimmering Blade

Conjuration Cantrip

CASTING TIME	1 action
RANGE	10 feet
DURATION	1 round
COMPONENTS	V, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you can teleport to an unoccupied space of your choice within 10 feet of you. If you teleport to a space within 5 feet of the target, the target cannot take reactions until the end of your next turn.

At Higher Levels. The damage of attacks you make with this spell increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 radiant damage to the target. This extra radiant damage increases to 2d6 at 11th level and 3d6 at 17th level.

Pact Magic (Warlock)

The Blackstaff's Codex

Umbraturgy

Transmutation Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Up to 1 hour
COMPONENTS	V, S

You compel shadows to create one of the following effects at a point you can see within range:

- The shadow of a creature or object changes size or shape, up to a maximum of double or half its normal size. This effect lasts for up to 1 minute, or until it moves.
- You cause shadows to conceal a creature in dim light or darkness, giving them advantage on their next Dexterity (Stealth) check within the next minute as long as they remain in the dim light or darkness.
- A creature or object's shape becomes either harder or softer, making its form either easier or harder to discern from the shape of the shadow. This effect lasts for up to 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Pact Magic (Warlock)

Dark Arts Player's Companion

Vicious Mockery

Enchantment Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4) and 17th level (4d4).

Devil's Tongue (Feral Tiefling)

Player's Handbook

Cause Fear

1st-level necromancy

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V

You awaken the sense of mortality in one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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. The creatures must be within 30 feet of each other when you target them.

Pact Magic (Warlock)

Xanathar's Guide to Everything

Chains of Levistus

1st-level evocation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (a length of chain)

Make a ranged spell attack against a target within range. On a hit, the target takes 3d6 cold damage, and spectral chains of ice leap from your hands and lash around it, pulsing with cold whenever it moves. If the target willingly moves before the start of your next turn, it immediately takes an additional 2d6 cold damage, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial cold damage and the additional cold damage the target takes for moving both increase by 1d6 for each slot level above 1st.

Pact Magic (Warlock)

The Blackstaff's Codex

Charm Person

1st-level enchantment

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

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

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. The creatures must be within 30 feet of each other when you target them.

Devil's Tongue (Feral Tiefling)

Player's Handbook

Hex

1st-level enchantment

CASTING TIME	1 bonus action
RANGE	90 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (the petrified eye of a newt)

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. A remove curse cast on the target ends this spell early.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Pact Magic (Warlock)

Player's Handbook

Crown of Madness

2nd-level enchantment

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach. On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

Pact Magic (Warlock)

Player's Handbook

Enthral

2nd-level enchantment

CASTING TIME

1 action

RANGE

60 feet

DURATION

1 minute

COMPONENTS

V, S

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

Devil's Tongue (Feral Tiefling)

Player's Handbook

Spider Climb

2nd-level transmutation

CASTING TIME

1 action

RANGE

Touch

DURATION

Concentration, up to 1 hour

COMPONENTS

V, S, M (a drop of bitumen and a spider)

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

Pact Magic (Warlock)

Player's Handbook

RANGE

ATTACK

DAMAGE

Many creatures in the worlds of D&D, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

You have resistance to fire damage.

You know the vicious mockery cantrip. When you reach 3rd level, you can cast the charm person spell as a 2nd-level spell once with this trait. When you reach 5th level, you can cast the enthrall spell once with this trait. You must finish a long rest to cast these spells once again with this trait. Charisma is your spellcasting ability for them. This trait replaces the Infernal Legacy trait.

Prerequisite: Proficiency with a martial weapon

Your martial training has helped you develop a particular style of fighting. As a result, you learn one Fighting Style option of your choice from the fighter class. If you already have a style, the one you choose must be different.

Whenever you reach a level that grants the Ability Score Improvement feature, you can replace this feat's fighting style with another one from the fighter class that you don't have.

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

At 3rd level, your words gain a honeyed, even sickly-sweet quality. Whenever you roll a Charisma (Persuasion or Deception) check, roll 1d6 and add it to the result.

At 3rd level, you can channel the power of the Immeasurable Market in exchange for your own energy, purchasing magical effects. You have a number of Syranian coins equal to your rogue level + your Charisma modifier. These coins are made of an iridescent metal and feature a crystal on one side and an angel on the other. These Syranian coins disappear and are replaced by a new set of coins when you finish a long rest.

As a bonus action, you can grab a number of these coins that you are carrying and spend them. The coins vanish, and you gain a benefit of your choice from the list below. Each effect has a minimum cost listed that you must spend to choose that effect.

Syranian Stipend (1 or more coins). Each Syranian coin you spend for this feature becomes a nonmagical gold piece.

Market's Guiding Hand (1 coin). The first time you hit with a weapon attack in the next minute, you can deal sneak attack damage even if you would not otherwise be able to.

Gold-Weighted Strike (1 coin). Your sneak attack damage increases by 1d6. This increase lasts until you next use your sneak attack or you finish a long rest.

Aura of Regulation (1 coin). Until the start of your next turn, any creature that attacks you or any friendly creatures within 5 feet of you must roll 1d6 and subtracts the result from its attack roll.

Premium Services (2 coins). Before the end of your turn, you can use your action to cast one of the following spells of your choice, without material components: alarm, bless, charm person, cure wounds, false life, find familiar, or unseen servant. Charisma is your spellcasting ability for these spells, as you purchase this magic directly from the spirits of Syrania.

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Prerequisite: The Hexblade patron, Pact of the Blade feature

You can create a greatsword forged from silver, with black runes etched into its blade, using your Pact of the Blade feature. If you reduce a target cursed by your Hexblade's Curse to 0 hit points with this sword, you can immediately change the target of the curse to a different creature. This change doesn't extend the curse's duration.

When you hit a creature with this weapon, you can expend a spell slot to deal an additional 2d8 slashing damage to the target per spell level, and you can reduce the creature's speed to 0 feet until the end of your next turn.

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Starting at 1st level, you gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

You can't use this feature again until you finish a short or long rest.

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

The influence of your patron also allows you to mystically channel your will through a particular weapon. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.