

# DUNGEONS & DRAGONS®

Vincent Beaumont

CHARACTER NAME

Warlock 15  
CLASS & LEVEL

Spy  
BACKGROUND

PLAYER NAME

Half Elf  
RACE

LE  
ALIGNMENT

4080  
EXPERIENCE POINTS

STRENGTH

-3

5

DEXTERITY

5

20

CONSTITUTION

3

16

INTELLIGENCE

0

10

WISDOM

1

12

CHARISMA

5

20

INSPIRATION

5

PROFICIENCY BONUS

-1

Strength

7

Dexterity

5

Constitution

2

Intelligence

8

Wisdom

12

Charisma

SAVING THROWS

5

Acrobatics (Dex)

1

Animal Handling (Wis)

5

Arcana (Int)

-3

Athletics (Str)

10

Deception (Cha)

0

History (Int)

1

Insight (Wis)

10

Intimidation (Cha)

4

Investigation (Int)

1

Medicine (Wis)

0

Nature (Int)

10

Perception (Wis)

5

Performance (Cha)

10

Persuasion (Cha)

0

Religion (Int)

5

Sleight of Hand (Dex)

10

Stealth (Dex)

1

Survival (Wis)

SKILLS

20

ARMOR CLASS

10.2

INITIATIVE

30

SPEED

Hit Point Maximum

109

CURRENT HIT POINTS

Hit Point Maximum

109

TEMPORARY HIT POINTS

Total

15

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Dagger	+10	1d4+5 Piercing
Light Crossbow	+10	1d8+5 Piercing
Shillelagh	+10	1d8+5 Bludgeo...
Green Flame Bl...	+10	2d8 Fire + 2d8...
Eldritch Blast	+12	1d10*?{crit?} no...
Fireball	DC20	10d6 Fire
Synaptic Static	DC20	8d6 Psychic

ATTACKS & SPELLCASTING

94

CP

2

SP

EP

335

GP

PP

1

Leather Armour

1

Arcane Focus (rod)

1

Backpack

1

Book of lore

1

Bottle of ink

1

Ink pen

10

Sheets of Parchment

EQUIPMENT

Never allow emotions to control me - that is how you die. Reveal my past only to my most trusted friends.

PERSONALITY TRAITS

To improve and acquire knowledge by any means.

IDEALS

Wanted man and must avoid or eliminate pursuers. Become more powerful

BONDS

Willing to allow others or himself to come to harm to obtain arcane secrets

FLAWS


FEATURES & TRAITS

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\_\_\_\_\_

Total: \_\_\_\_\_

Total: \_\_\_\_\_



SPELLCASTING CLASS

CHARISMA

SPELLCASTING ABILITY

20

SPELL SAVE DC

10

SPELL ATTACK BONUS

0

CANTRIPS

- Eldritch Blast
- Prestidigitation
- Spare the Dying
- Shillelagh
- Thaumaturgy
- Green Flame Blade

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

☐ Detect Magic (Ritual only)

☐ Identify (Ritual only)

☐ Tenser's Floating Disk

☐ Contact Other Plane

2

0

3

0

- ☐ Hold Person
- ☐ Hex
- ☐ Sickening Radiance
- ☐ Misty Step
- ☐ Fireball
- ☐ Wall of Fire
- ☐ Fly
- ☐ Banishment
- ☐ Synaptic Static
- ☐ Hellish Rebuke
- ☐ Vampiric Touch
- ☐ Shadow Blade

4

0

5

3

☐ Delban's Cone of Cold

☐ Wall Of Light

6

0

- ☐ Mental Prison

7

0

- ☐ Forcecage

8

0

- ☐ Feeblemind

9

0

# FEATURES & TRAITS

# SPELLS

## Eldritch Blast

Evocation cantrip

**Casting Time:** 1 action

**Range:** 120 ft

**Target:**

**Components:** V S

**Duration:** Instant

**Description:**

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.

## Prestidigitation

Transmutation cantrip

**Casting Time:** 1 action

**Range:** 10 ft

**Target:**

**Components:** V S

**Duration:** Up to 1 Hour

**Description:**

Minor magical trick. Create one of the following magic effects: Instant, harmless sensory effect such as shower of sparks, puff of wind, faint musical notes or odd odour. Instantly light or blow out candle, torch or small campfire. Instantly clean or soil an object no larger than 1 cubic foot. Chill/warm or flavour up to 1 cubic foot of nonliving material for 1 hour. Make a colour/small mark/symbol appear on an object or a surface for 1 hour. Create a nonmagical trinket or illusory image that can fit in your hand and that lasts until end of your next turn. Can have up to 3 of the non instant effects active at a time, can dismiss an effect as an action.

## Spare the Dying

Necromancy cantrip

**Casting Time:** 1 Action

**Range:** Touch

**Target:**

**Components:** V S

**Duration:** Instantaneous

**Description:**

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

## Shillelagh

Transmutation cantrip

**Casting Time:** 1 bonus action

**Range:** Touch

**Target:**

**Components:** V S M

**Duration:** 1 minute

**Description:**

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a D8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

## Thaumaturgy

Transmutation cantrip

**Casting Time:** 1 action

**Range:** 30 feet

**Target:**

**Components:** V

**Duration:** Up to 1 minute

**Description:**

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.

## Green Flame Blade

Evocation cantrip

**Casting Time:** 1 action

**Range:** 5 Feet

**Target:**

**Components:** V S M

**Duration:** Instantaneous

**Description:**

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 green fire leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier.

**At Higher Levels:** This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

## Detect Magic (Ritual only)

Divination 1 (ritual)

**Casting Time:** 10 minutes

**Range:** Self

**Target:** Self

**Components:** V S

**Duration:** Concentration10 minutes

**Description:**

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Identify (Ritual only)

Divination 1 (ritual)

**Casting Time:** 10 minutes

**Range:** Touch

**Target:**

**Components:** V S M

**Duration:** Instantaneous

**Description:**

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

## Tenser's Floating Disk

Conjuration 1 (ritual)

**Casting Time:** 10 minutes

**Range:** 30 feet

**Target:**

**Components:** V S M

**Duration:** 1 hour

**Description:**

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground. The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom. If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

## Contact Other Plane

Divination 1 (ritual)

**Casting Time:** 10 minutes

**Range:** Self

**Target:**

**Components:** V

**Duration:** 1 Minute

**Description:**

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect. On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The DM answers each question with one word, such as "yes", "no", "maybe", "never", "irrelevant", or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

### Hold Person

Enchantment 3

**Casting Time:** 1 Action

**Range:** 60ft

**Target:**

**Components:** V S M

**Duration:** Concentration up to 1 minute

**Description:**

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

### Hex

Enchantment 3

**Casting Time:** 1 Bonus Action

**Range:** 90 feet

**Target:**

**Components:** V S M

**Duration:** Concentration up to 1 hour

**Description:**

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 when ever 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.

### Sickening Radiance

Evocation 3

**Casting Time:** 1 action

**Range:** 120 feet

**Target:**

**Components:** V S

**Duration:** Concentration, up to 10 minutes

**Description:**

Dim, greenish light spreads within a 30-foot-radius sphere centered on a point you choose within range. The light spreads around corners, and it lasts until the spell ends. When a creature moves into the spell's area for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or take 4d10 radiant damage, and it suffers one level of exhaustion and emits a dim, greenish light in a 5-foot radius. This light makes it impossible for the creature to benefit from being invisible. The light and any levels of exhaustion caused by this spell go away when the spell ends.

### Misty Step

Conjuration 3

**Casting Time:** 1 Bonus action

**Range:** Self

**Target:**

**Components:** V

**Duration:**

**Description:**

Briefly surrounded by silvery mist, you Teleport up to 30 feet to an unoccupied space that you can see.

### Fireball

Evocation 3

**Casting Time:** 1 Action

**Range:** 150 Feet

**Target:** 20-foot-radius sphere

**Components:** V S M

**Duration:** Instantaneous

**Description:**

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save or half as much damage on a successful one. The fire spreads around corners. It ignites 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 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

### Wall of Fire

Evocation 3

**Casting Time:** 1 action

**Range:** 120ft

**Target:** 1 Creature

**Components:** V S M

**Duration:** Concentration up to 1 minute

**Description:**

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the Duration. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

### Fly

Transmutation 3

**Casting Time:** 1 action

**Range:** Touch

**Target:**

**Components:** V S M

**Duration:** Concentration up to 10 minutes

**Description:**

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

### Banishment

Abjuration 3

**Casting Time:** 1 action

**Range:** 60ft

**Target:** A Creature

**Components:** V S M

**Duration:** Concentration up to 1 minute

**Description:**

A creature you can see must pass a Charisma save or be banished to another plane of existence. If the target is native to the plane you're on, you banish it to a harmless demiplane. While there, it's incapacitated. It remains until the spell ends, to which it reappears in the space it left or in the nearest empty space if it's occupied. If the target is native to a different plane of existence than the one you're on, it is banished to its home plane. If the spell ends before 1 minute has passed, it reappears in the space it left or in the nearest empty space if it's occupied. Otherwise, the target doesn't return.

**At Higher Levels:** You can target one additional creature for each slot above 4th.

### Synaptic Static

Enchantment 3

**Casting Time:** 1 Action

**Range:** 120 feet

**Target:** 20ft radius sphere

**Components:** V S

**Duration:** Instantaneous

**Description:**

You choose a point within range and cause psychic energy to explode there. Each creature in a 20-foot-radius sphere centered on that point must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this spell. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one. After a failed save, a target has muddled thoughts for 1 minute. During that time, it rolls a d6 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.

### Hellish Rebuke

Evocation 3

**Casting Time:** 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

**Range:** 60 feet

**Target:**

**Components:** V S

**Duration:** Instantaneous

**Description:**

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.

**Vampiric Touch**

Necromancy 3

**Casting Time:** 1 action**Range:** Self**Target:****Components:** V S**Duration:** ConcentrationUp to 1 minute**Description:**

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

**Shadow Blade**

Illusion 3

**Casting Time:** 1 Bonus Action**Range:** Self**Target:****Components:** V S**Duration:** ConcentrationConcentration, up to 1 minute**Description:**

You weave together threads of shadow to create a sword of solidified gloom in your hand. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d8 psychic damage on a hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you use the sword to attack a target that is in dim light or darkness, you make the attack roll with advantage. If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

**At Higher Levels:** When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d8. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d8. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d8.

**Delban's Cone of Cold**

Evocation 5

**Casting Time:** 1 action**Range:** Self (60-foot cone)**Target:****Components:** V S M**Duration:****Description:**

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

**Wall Of Light**

Evocation 5

**Casting Time:** 1 action**Range:** 120 feet**Target:** V, S, M (a hand mirror)**Components:** V S M**Duration:** Concentration up to 10 minutes**Description:**

A shimmering wall of bright light appears at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, but creatures and objects can pass through it. It emits bright light out to 120 feet and dim light for an additional 120 feet. When the wall appears, each creature in its area must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. A blinded creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that ends its turn in the wall's area takes 4d8 radiant damage. Until the spell ends, you can use an action to launch a beam of radiance from the wall at one creature you can see within 60 feet of it. Make a ranged spell attack. On a hit, the target takes 4d8 radiant damage. Whether you hit or miss, reduce the length of the wall by 10 feet. If the wall's length drops to 0 feet, the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

**Mental Prison**

Illusion 6

**Casting Time:** 1 Action**Range:** 60 feet**Target:****Components:** S**Duration:** ConcentrationConcentration, up to 1 minute**Description:**

You attempt to bind a creature within an illusory cell that only it perceives. One creature you can see within range must make an Intelligence saving throw. The target succeeds automatically if it is immune to being charmed. On a successful save, the target takes 5d10 psychic damage, and the spell ends. On a failed save, the target takes 5d10 psychic damage, and you make the area immediately around the target's space appear dangerous to it in some way. You might cause the target to perceive itself as being surrounded by fire, floating razors, or hideous maws filled with dripping teeth. Whatever form the illusion takes, the target can't see or hear anything beyond it and is restrained for the spell's duration. If the target is moved out of the illusion, makes a melee attack through it, or reaches any part of its body through it, the target takes 10d10 psychic damage, and the spell ends.

**Forcecage**

Evocation 7

**Casting Time:** 1 action**Range:** 100 feet**Target:****Components:** V S M**Duration:** 1 hour**Description:**

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box as you choose. A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out of the area. When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area. A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel. This spell can't be dispelled by Dispel Magic.

**Feeblemind**

Enchantment 8

**Casting Time:** 1 Action**Range:** 150 feet**Target:****Components:** V S M**Duration:** Instantaneous**Description:**

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw. On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by Greater Restoration, Heal, or Wish.