DUNGEONS & DRAGONS®

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ◯◯◯
FAILURES ◯◯◯

DEATH SAVES

| NAME | ATK BONUS | DAMAGE/TYPE |

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

D&D

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

D&D

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

SPELL LEVEL

SLOTS TOTAL   SLOTS EXPENDED

1

PREPARED   SPELL NAME

SPELLS KNOWN

2

3

4

5

6

7

8

9

Level-1 divination ⚙ORCPUB

Comprehend Languages

1 act. | Self | V,S,M | 1 hr

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Warlock *DC 11 Mod +3*

Evocation cantrip ⚙ORCPUB

Eldritch Blast

1 act. | 120 ft | V,S | Inst

A beam of crackling energy streak 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.

Warlock *DC 11 Mod +3*

Conjuration cantrip ⚙ORCPUB

Mage Hand

1 act. | 30 ft | V,S | 1 min

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.

Warlock *DC 11 Mod +3*