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

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

TREASURE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

EQUIPMENT

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

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0 CANTRIPS

SPELL LEVEL

1 SLOTS TOTAL / SLOTS EXPENDED

PREPARED / SPELL NAME

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SPELLS KNOWN

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Bane
Warlock Level 1 Enchantment DC 12 Spell Mod +4

1 Act.   **30 ft**   **V,S,M**   **Conc, 1 min**

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.

Charm Person
Warlock Level 1 Enchantment DC 12 Spell Mod +4

1 Act.   **30 ft**   **V,S**   **1 hr**

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.

Eldritch Blast
Warlock - Evocation cantrip DC 12 Spell Mod +4

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.

Expeditious Retreat
Warlock Level 1 Transmutation DC 12 Spell Mod +4

1 B.A.   **Self**   **V,S**   **Conc, 10 mins**

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

Mage Armor
Warlock Level 1 Abjuration DC 12 Spell Mod +4

1 Act.   **Touch**   **V,S,M**   **8 hrs**

A piece of cured leather

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Mind spike
Warlock Level 2 Divination DC 12 Spell Mod +4

1 Act.   **60 ft**   **S**   **Conc, 1 hr**

You reach into the mind of one creature you can see within range. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location until the spell ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Misty Step
Warlock Level 2 Conjuration DC 12 Spell Mod +4

1 B.A.   **Self**   **V**   **Inst**

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

Prestidigitation
Warlock - Transmutation cantrip DC 12 Spell Mod +4

1 Act.   **10 ft**   **V,S**   **Up to 1 hr**

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: • You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. • You instantaneously light or snuff out a candle, a torch, or a small campfire. • You instantaneously clean or soil an object no larger than 1 cubic foot. • You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. • You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. • You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss

Prestidigitation *(reverse)*
such an effect as an action.