

			Race <a href="#">Tabaxi</a>												
			Background <a href="#">Entertainer</a>												
Character Name			Alignment			Player Name									
<b>+2</b> Proficiency Bonus			Class(es) <a href="#">Warlock (Celestial)</a> 2			Inspiration Points									
Ability Scores	10		16		13		8		12		16		Ability Scores		
	Strength	+0	Dexterity	+3	Constitution	+1	Intelligence	-1	Wisdom	+1	Charisma	+3			
Skills (proficiency / expertise / bonus)			Saving Throws (prof. / bonus)			14		16		Hit Dice & Rolls		2d8			
Athletics <input type="checkbox"/> <input type="checkbox"/> +0			Strength <input type="checkbox"/> +0							9		6			
Acrobatics <input checked="" type="checkbox"/> <input type="checkbox"/> +5			Dexterity <input type="checkbox"/> +3			Leather		<a href="#">Mage Ar.</a>							
Sleight of Hand <input type="checkbox"/> <input type="checkbox"/> +3			Constitution <input type="checkbox"/> +1			Armour Class				Hit Point Max		15			
Stealth <input checked="" type="checkbox"/> <input type="checkbox"/> +5			Intelligence <input type="checkbox"/> -1			<b>+3</b>		<b>30ft</b>		Current HP					
Arcana <input type="checkbox"/> <input type="checkbox"/> -1			Wisdom <input checked="" type="checkbox"/> +3			Initiative		Speed		Temp.					
History <input type="checkbox"/> <input type="checkbox"/> -1			Charisma <input checked="" type="checkbox"/> +5												
Investigation <input type="checkbox"/> <input type="checkbox"/> -1			Other Proficiencies & Languages			Death Saves				Success					
Nature <input type="checkbox"/> <input type="checkbox"/> -1										Failure					
Religion <input type="checkbox"/> <input type="checkbox"/> -1			Armor			Light			Attacks and Spellcasting						
Animal Handling <input type="checkbox"/> <input type="checkbox"/> +1															
Insight <input type="checkbox"/> <input type="checkbox"/> +1			Weapons			Simple			Name		Bonus		Damage / Type		
Medicine <input type="checkbox"/> <input type="checkbox"/> +1									Dagger		+5		1d4+3 piercing		
Perception <input checked="" type="checkbox"/> <input type="checkbox"/> +3			Tools			Disguise Kit, Lute			Finesse, light, thrown (range 20/60)						
Survival <input type="checkbox"/> <input type="checkbox"/> +1															
Deception <input checked="" type="checkbox"/> <input type="checkbox"/> +5			Languages			Common, Dwarvish			<a href="#">Eldritch Blast</a>		+5		1d10+3 force		
Intimidation <input checked="" type="checkbox"/> <input type="checkbox"/> +5									Range 120ft V, S Ranged Spell Attack						
Performance <input checked="" type="checkbox"/> <input type="checkbox"/> +5			Spell Attack Modifier			+5			<a href="#">Sacred Flame</a>		DC 13		1d8 radiant		
Persuasion <input type="checkbox"/> <input type="checkbox"/> +3									Range 60ft V, S Dexterity Saving Throw						
			Spell Save DC			13			Light Crossbow		+5		1d8+3 piercing		
									Ammunition, Range (80/320), Loading, Two-handed						
<b>13</b> Passive Wisdom (Perception)			Spellcasting Stat			Cha			Dart		+5		1d4+3 piercing		
			Notes						(ranged) Finesse, thrown (range 20/60)						
<b>Cat's Claws.</b> Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.			<b>Darkvision 60ft</b> <b>Feline Agility.</b> When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.			<a href="#">Guiding Bolt</a>		+5		4d6 radiant					
						Range 120ft V, S		Ranged Spell Attack							
						<a href="#">Witch Bolt</a>		+5		1d12 lightning					
						Range 30ft V, S, M		Ranged Spell Attack							
Features & Traits <a href="#">Eldritch Invocations</a> <b>Agonizing Blast</b> Because you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.  <b>Armor of Shadows</b> You can cast <a href="#">mage armor</a> on yourself at will, without expending a spell slot or material components.			<b>Spells</b>			C <a href="#">Light</a>		1		<a href="#">Cure Wounds</a>					
						C <a href="#">Sacred Flame</a>		1		<a href="#">Guiding Bolt</a>					
						C <a href="#">Eldritch Blast</a>		1		<a href="#">Witch Bolt</a>					
						C <a href="#">Booming Blade</a>									
Equipment Light crossbow, Quiver, 20 Bolts, Arcane focus, Dungeoneer's pack, Leather armour, Dagger x2, Dart x2						Lute, Flamboyant costume, Belt pouch				Gold		15		<b>Money</b>	
										Silver					
						100gp notes				Copper					
						10gp notes				Bits					

			Race <span>Tabaxi</span>		
			Background <span>Entertainer</span>		
Character Name			Alignment		Player Name
Age	Height	Weight	Eye Colour	Hair Colour	Motivations
Character Appearance				Personality Traits	
				Ideals	
				Bonds	
				Flaws	
Notes	<p><b>Healing Light</b></p> <p>At 1st level, you gain the ability to channel celestial energy to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals 1 + your warlock level.</p> <p>As a bonus action, you can heal one creature you can see within 60 feet of you, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Roll the dice you spend, add them together, and restore a number of hit points equal to the total.</p> <p>Your pool regains all expended dice when you finish a long rest.</p>		<p><b>Feature: By Popular Demand</b></p> <p>You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.</p>		Notes
	<p><b>Eldritch Invocations</b></p> <p>At 2nd level, you gain two eldritch invocations of your choice. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.</p> <p>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.</p>				